LEGO ISLAND 2

Design Document

Revision Number: 1.01

Concept: Team 4
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Design Change Requests

28-02-2000 RH added Fuel Gauge concept. Agreed with TG by mail.
See Fuel heading Vehicles overview page.

29-02-2000 Add a 'Game Progression' section. This will detail how Pepper can progress through the game, the different features that are revealed, and the rewards that are given. The 'Trophy Shelf' will be moved here and the trophy shelf in Pepper's House will give a brief overview and refer to the Game Progression for further info. Agreed with TG by mail.

29-02-2000 Remove the reference to two separate modes! Although there will still be reference to elements of toy and adventure. Agreed with TG by mail.

29-02-2000 The Bi-Plane being used over the Jungle is not 2 seater, and therefore the Adventure Walkthrough and the Scene Script will need to be changed, so that Johnny Thunder, Dr Kilroy and Miss Pippin Read, all ride ahead of Pepper in the Red Sea Plane. Agreed with TG by mail.

29-02-2000 The expansion of the Character Bible. Agreed with TG by mail.

01-03-2000 The addition of Traffic Lights to LEGO Island. See vehicle overview Agreed with TG by mail.

07-03-2000 The addition of a SFX and Music section. Agreed with TG.

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Overview

LEGO Island 2 provides both adventure and entertainment in one user-friendly package.

Take control of Pepper as he makes his way around five different worlds ranging from medieval castles, to futuristic space outposts. Pursue the Brickster as he continues his reign of mischief far and wide. Tackle members of the Bricksters' Council, as he constantly stays one step ahead. Travel to distant Islands using a variety of vehicles ranging from a Res-Q boat to an Adventurers' Bi-Plane, and even a Space Shuttle. Use Pepper's keen Skateboarding skills to grab at those hard to reach places, or simply show off by sliding down every rail on the Island. Help people from all over the world and you will receive help in return! Confront the Brickster on his home world, Ogel and save the world from mischief!
The structure of the game allows Pepper to take time out from his Adventure and play around with the interactive objects in the environment!

Platforms

LEGO Island 2 is being developed for PC and Playstation

Target Age Group

The target age group for LEGO Island 2 is 6 to 99 (6+)

Comparative Products

Mario 64
Mario Party
Legend of Zelda – Ocarina of Time

Technical Information

Polygon Counts
10-12 thousand Polygons in the Scene, 2 thousand visible (High detail)

Shading
G-Shaded Landscape, G-Shaded & Flat Shaded Characters, Cubic Environment Mapped Structure

Animation
Skeletal System with 50%-50% weighting on High-Res Models (combination of standard and skin models)

Particles
2D Alpha, Polygonal (rotation) Alpha, 3D Model System

Please note: other effects will be introduced as the engine develops.

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Characters

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LEGO Island

Pepper (Peppers House) – Pepper the skateboarding dude with the food! He's the main character of the game and the only one who can save the world from the evil mischief of the Brickster. He can also be found toying around LEGO Island to his hearts content.

DJ (Radio Station) – A cool dude with headphones, this chaps' only appearance is towards the end of the game, where he gives a ghetto blaster to Pepper.

Technician Bob (Air/Space Port) – The main man at the Port, he gives instructions for the shuttle training, connects the Brick-Bot heads to the shuttle, and commences Count-down when pepper launches into space.

Dr. Clickitt (Hospital) – He looks after patients at the hospital.

The Infomaniac (Information Centre) – The big daddy of LEGO Island, the Infomaniac can communicate with Pepper via a holographic video link at any time, and will guide Pepper throughout the game.

Alert Alfred (Res-Q HQ) – The keeper of all things safe, Alfred receives distress calls and provides Pepper with a boat to get to Castle Island.

Mama Brickolini (Pizzeria) – Married to Papa, Mama loves music and is always there to provide helpful advice. As well as being abducted by the Brickster, she sings along at the final song.

Papa Brickolini (Pizzeria) – The main Pizza maker on the Island, providing anyone and everyone with oodles of yummy pizza. As well as being abducted by the Brickster and being aided by Pepper to make fast pizza, he also sings along at the final song.

Bill Ding (Garage) – The man responsible for building everything, he's a whiz with a spanner and can turn a pile of bricks into a beautiful home. Bill appears on Castle Island, whilst Pepper is diving for bridge bricks. He also appears briefly each time a building is reconstructed.

Nick Brick (**Police Station**) – The super sleuth of LEGO Island, Nick can solve any case and has an answer for everything. He provides Pepper with a Police Chopper to go over to Adventure Island.

Laura Brick (Police Station) – Putting a female touch into the Police force, Laura is there to solve normal everyday law breaking.

Brick-Bots (LI) – After being summoned by the Brickster, these pesky critters are here to cause all sorts of mischief. Stealing bricks and taunting citizens is all in a day's work for the Brick-Bots. Their favourite trick is to distract Pepper from his busy schedule. There are a number of different Brick-Bots, used for different reasons;

Grey Brick-Bot	- These are the standard Brick-Bots that can be used as power sources, or keys.
Yellow Brick-Bot	- This is the tracking component for the mainframe computer.
Red Brick-Bot	- This is a special computer transformer, used to power the mainframe circuitry.
Blue Brick-Bot	- This is the anti-ice unit, used to prevent viruses from corrupting the system.

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Green Brick-Bot - This is the emergency receiver unit that picks up any distress signals from anywhere! This links directly to the Res-Q HQ.

Silver Brick-Bots - These are special Pizza-Impervious-Brick-Bots and cannot be knocked over by standard pizza throwing skills. The advanced circuitry in their heads means they can be used to power the space shuttle.

Tim Otay - House 1

Rich Pickings - House 2

Steve Hen - House 3

Darren Eana - Shop 1

Rob Stuff - Shop 2

Castle Island

Lions

King Leo (Lions Castle) – The Lion King sits safely on the thrown in his castle and is only seen cheering from the battlements, once Pepper has beaten the Dark Knight at Jousting.

Queen Leonora (Lions Castle) – Never leaving the Kings side, the Queen sits faithfully next to the thrown, drinking fine wine.

Archer 1 (Lions Battlegrounds) – This is the first of two Archers, and can be seen milling around at the back of the battleground, looking for an easy target.

Archer 2 (Lions Battlegrounds) – The second Archer, different only in hat and clothes, can also be seen milling around at the back of the battleground.

Swordsman 1 (Lions Battlegrounds) – The man at the front, this guy fears nothing and will happily hack away all day.

Swordsman 2 (Lions Battlegrounds) – The final Swordsman is a little more scared than the rest, but really wants to be one of the gang, he cowers at the back, practising moves on thin air and unfortunately tends to be an easy target for archers.

Cavalry Knight (Lions Battlegrounds) – Brave Horseman of the Land. Fearing nothing – maybe a little too eagerly, this knight is often seen misjudging the stopping distance of his horse and over-shooting the battle by miles.

Bulls

King (Bulls Castle) - The Bull King sits safely on the thrown in his castle and is only seen fleeing from his castle, when Cedric goes berserk.

Queen (Bulls Castle) - Never leaving the Kings side, the Queen sits faithfully next to the thrown, drinking fine wine. Apart from when she flees from Cedric's madness.

Archer 1 (Bulls Battlegrounds) - This is the first of two Archers, and can be seen milling around at the back of the battleground, looking for an easy target.

Archer 2 (Bulls Battlegrounds) - The second Archer, different only in hat and clothes, can also be seen milling around at the back of the battleground.

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Swordsman 1 (Bulls Battlegrounds) - The man at the front, this guy fears nothing and will happily hack away all day.

Swordsman 2 (Bulls Battlegrounds) - The final Swordsman is a little more scared than the rest, but really wants to be one of the gang, he cowers at the back, practising moves on thin air and unfortunately tends to be an easy target for archers.

Dark Knight (Bulls Battlegrounds) – The Master of Jousting, this knight is often seen knocking rubbish opponents from their feet, before gloating with a head so big, you can almost see his hat swell. He is also challenged by Pepper, in order to win the Bull's flag back.

Cedric the Bull (Bulls Castle) – Probably the most evil citizen of the island. This minion has been seen with the Brickster and should be watched closely. Whilst not playing at the Brickster's house, he is usually sitting on his own, frowning and laughing. He appears just before Pepper is about to receive the page and steals it straight from the flagpole. He then rises up on his 'cannon platform' and starts firing away madly (See End of Level section for more information).

Adventure Island

Desert

Johnny Thunder (Heli-pad, Mummies Tomb, Bi-plane, Landing Strip, Tribe Village) – Johnny is found on Adventure Island and helps Pepper through the Desert, the Jungle, and the Dino-Park.
The first of the Adventurers to welcome Pepper to the Island, Johnny agrees to help and drives the Scorpion to the Mummies Tomb, whilst Pepper defends the rear with the Coconut Cannon! After helping to collect the Gems from the Snakes, he unlocks the secret entrance on the way to the Oasis, before arriving at the Bi-plane. Once Pepper arrives, Johnny leads, as Pepper follows through the Jungle!
Once landed at the Dino-Park, Johnny joins Pepper in the Tribal Celebrations, which requires 'head soothing' treatment in the morning! Johnny is eager to continue the Adventure with Pepper, but doesn't like the sound of a bumpy volcano ride and decides to stay and rest.
By the time Pepper has returned – after defeating Mr Hates and rescuing the dinosaurs, Johnny feels much better and waves a happy final goodbye!

Miss Pippin Read (Heli-pad, Mummies Tomb, Bi-plane, Landing Strip, Tribe Village) – The second Adventurer to meet Pepper at the Heli-pad, Miss Read has been collecting samples from the desert, to help them find the snakes. Whilst on route to the Mummies Tomb, she travels in the passenger seat, next to Johnny. She then helps Pepper to collect the Gems, before continuing the journey to the Bi-plane! After a hair-raising ride over the Jungle, she finally lands at the Dino-Park!
After enjoying the Tribal Celebrations at the Jungle, Miss Read decides to stay and 'nurse' Johnny back to health. By the time Johnny is better, Pepper has rescued the Dinosaurs and defeated Mr Hates. Just enough time to wish good luck and wave a final goodbye!

Dr. Kilroy (Mummies Tomb, Bi-plane, Landing Strip, Tribe Village, Dino Island) – This 'ancient' chap first meets Pepper at the entrance to the Mummies Tomb, where he has been working out a safe way in! After guiding the Adventurers into the Tomb and helping to collect the Gems, Dr. Kilroy leaves his Speedster for Pepper and travels in the back of the Scorpion to the Bi-plane.
After landing at the Dino-Park, the Dr. decides to sit out of the Tribal Celebrations and get and early night!

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In the morning, he travels with Pepper in Miss Read's Adventurer-Tank to the Lookout Camp. Once Pepper has freed the T-Rex, he uses an ancient language, known only to a very few! After sending Pepper off on the T-Rex, Dr. Kilroy takes the Adventurer-Tank back to Johnny and Miss Read.
After finding Johnny's predicament amusing, he convinces a Pterodactyl to take Pepper back to LEGO Island!

Fisherman (Oasis) – Seen only in the Oasis, the Fisherman greets Pepper and explains that Big Bertha has the page and that Pepper needs to fish her out! Once Pepper has caught Bertha, the Fisherman shakes out the contents, returning the fish, old man and finally a page. Happy that he can now return to his fishing, the Fisherman wishes Pepper good luck. There seems to be some kind of similarity between the two (Pepper and father).

Snakes (Desert Island) – These slippery suckers are encountered throughout the Desert and are usually seen trying to steal gems.

Fish (Oasis) – These little fish swim happily around the Oasis, avoiding Big Bertha.

Big Bertha (Oasis) – This big fish is the bane of the Fisherman's life. Constantly eating up everything in the Oasis, including a Constructopedia Page!

Jungle

Spiders (Jungle) – These little spiders live in the Jungle and make every effort to get in the way of Pepper's journey over the Jungle. As well as swinging out on their spider lines, they use cleverly positioned webs, in order to slow Pepper down!

Monkey (Jungle) – These cheeky Monkeys try to hinder Pepper's flight over the Jungle. Using banana skills, they bombard Pepper with bunch after bunch!

Dino-Park

Chief Legog (Tribal Grounds) – The Chief is found in turmoil, trying to do a celebration dance for his tribe. After convincing Pepper to help him, he becomes the happiest man in the Jungle!

Ugalego Tribesman 1 (Tribal Grounds) – Determined to celebrate, these Tribesmen are found booing their chief in disbelief of his poor celebration dance. Once Pepper starts performing his dance they lighten up and soon get into the swing of things!

Ugalego Tribesman 2 (Tribal Grounds) – Determined to celebrate, these Tribesmen are found booing their chief in disbelief of his poor celebration dance. Once Pepper starts performing his dance they lighten up and soon get into the swing of things!

Ugalego Tribesman 3 (Tribal Grounds) – Determined to celebrate, these Tribesmen are found booing their chief in disbelief of his poor celebration dance. Once Pepper starts performing his dance they lighten up and soon get into the swing of things!

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Senor Palomar (Lookout Camp) – Senor is guarding the Sub Camp from intruders. However, he likes to snooze on the job, which may not be a good plan, especially if Pepper has anything to do with it! Whilst Pepper is freeing the T-Rex's, he is snoring away, rolling all over the place!

Mr Hates (Main Camp) – The evil Mr Hates is found at his Main Camp, wielding a Brachiosaurus. See End Of Level Baddies section for more information.

Rock Raiders Island
Rock Monsters (Rock Monsters' Tunnels, Rock Monsters' Cave) – These huge monsters, lurk in every dark corner, waiting for intruders in an attempt to steal their Power Gems. Whist in the Tunnels they will be reaching out attempting to grab Pepper as he fly's past on is hover Kart. They also appear in the Rock Monsters' cave, when they challenge Pepper to a game of Matching Rocks after he explains the reason for wanting the Power Gem. Being just a little unfair, they chase Pepper out of the caves, when he returns to the surface!

***OGEL* Island**
***Ogel* Citizens (OGEL)** – These crazy characters are seen at the pizzeria on Ogel, where Pepper must help Papa stuff them full of pizza. They are also seen at the Bricksters' Palace, but are asleep due to pizza overdose!

The Brickster (LI, CI, AI, OGEL) – First seen on LEGO Island the Brickster escapes from prison, scatters the pages of the Constructopedia, summons the Brick-Bots and leaves, causing the whole mess in the first place! He is then seen on Castle Island, fleeing to Adventure Island once Cedric has been defeated. Periodically seen throughout Adventure Island, the Brickster is constantly one step ahead of Pepper! His next big appearance is when Pepper returns from Adventure Island, where he summons new improved Brick-Bots, steals the Power Brick, Mama and Papa Brickolini and disappears! Finally, Pepper catches up with the Brickster on Ogel, in his Palace, where he is enjoying his new life of pizza eating! Once defeated, the Brickster is doomed to spend all eternity in his little jailhouse at the top of his Palace!

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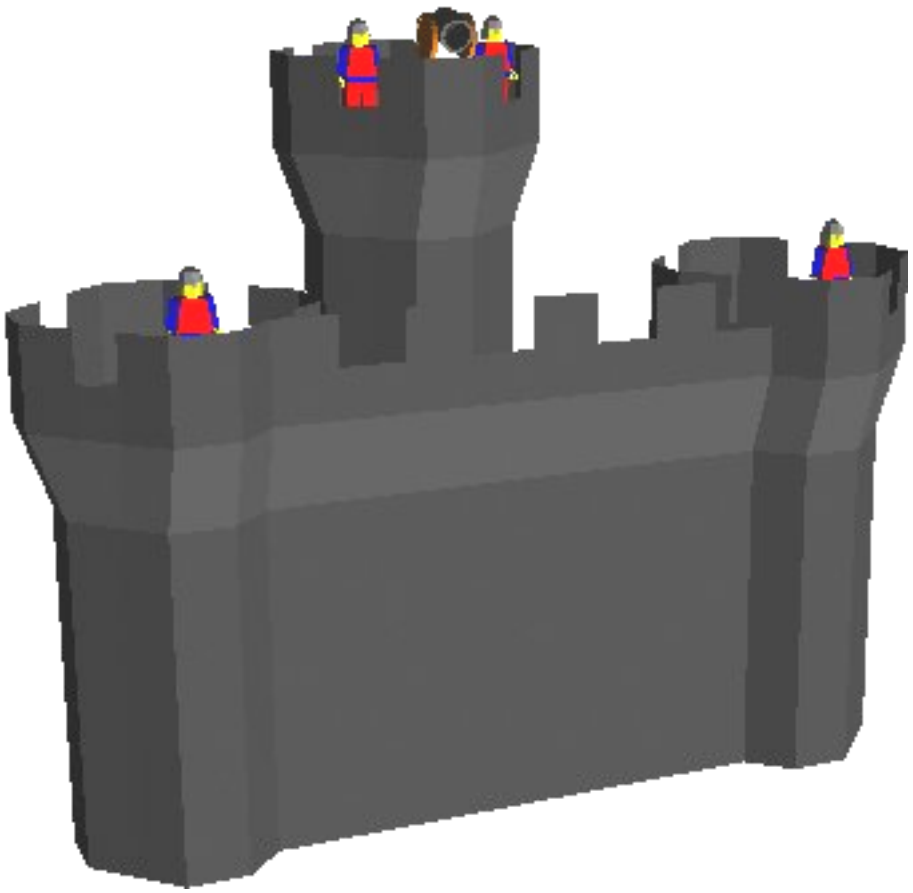
Locations



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LEGO Island
Skateboard Park
Peppers House
Hospital
Information Centre
Res-Q HQ
House 1
House 2
House 3
Shop 1
Shop 2
Garage
Police Station
Radio Station
Air / Space Port
Pizzeria

Castle Island
Dock
Bridge
Lions Castle
Jousting Tent
Bulls Castle
Stable

Adventure Island
Desert
Heli-pad
Mummies Tomb
Oasis
Bi-Plane
Dino-Park
Tribe Village
Lookout Camp
Mr Hates Camp

Rock Raiders Island
Rock Monsters Cave
Rock Raiders' HQ

Ogel Island
Ogel Pizzeria
The Bricksters Palace
Fish Ship!

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Vehicles

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LEGO Island
Train
Space Shuttle
Ambulance
Police Chopper
Police Car
Res-Q Boat
Jetski
Camera Man

Castle Island
Horse

Adventure Island
Desert
Sam Grant's Scorpion (NOT DRIVEN! Used in Snake Shoot)
Speedster
Bi-Plane

Dino-Park
Mr Hates Capture Vehicle (NOT DRIVEN!)
T-Rex

Rock Raiders Island
Hover Ship

Ogel Island
Brickster's Fish Ship

Fuel
The vehicles on LEGO Island have a Fuel Gauge that ticks down as Pepper travels around the Island. Vehicles can never actually run out of Fuel, but whilst they are in the Red, the car will splutter along (slowly) as if running out of Fuel!

Cruise Control / Auto-Pilot
Each of the vehicles has either a cruise control, or auto-pilot switch. When used, the vehicle will automatically travel along, on a set path. Ground vehicles will follow the road, stopping at red lights and giving way. Pepper can intervene by holding a direction as the vehicle approaches a turning. This will cause the vehicle to steer around the corner. Air vehicles work the same with auto-pilot, except that there are no turnings. Instead, the vehicles will tour around high above the Island on a set path.

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Objects

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LEGO Island
Flowers
Trees
Lolly-pop Stick
Spade
Broom
Constructopedia
Constructopedia Pages
Traffic Lights
Fences

Castle Island
Trees
Boulders
Large Battering Ram
Mobile Cannon
Mobile Cannon with Chopping Axes

Adventure Island
Desert
Big Cactus
Little Cactus
Grassy-bit
Boulders

Dino-Park
Trees
Boulders

Rock Raiders Island
Power Gems
Boulders

Ogel Island
Brickster's Fish Ship
Strange Ogel Objects (gone wrong!)

When Pepper first arrives at an Island, only a few 'interaction points' will be available. As Sub-Games are completed, more 'interaction points' will appear, revealing more objects. As new objects are revealed, they become available anywhere in the game.

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Control Method

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Throughout the game, Pepper must use a variety of different control methods.

Inventory
At any 'free roaming' point during the game, Pepper can access his inventory. Peppers' backpack is used to represent this, it gives him access to information about any items he's currently carrying, and a map. The map will indicate where Pepper is currently standing and any other key locations on the Island.
The information about the items is perused using the following control method;

Move	PC	Playstation
Move Selection Left	Cursor LEFT	D-Pad LEFT (Analogue)
Move Selection Right	Cursor RIGHT	D-Pad RIGHT (Analogue)
Move Selection Up	Cursor UP	D-Pad UP (Analogue)
Move Selection Down	Cursor DOWN	D-Pad DOWN (Analogue)
Select / Deselect	Space	X

On Foot
Whilst on foot, Pepper can move around the environment using a variety of different moves;

Move	PC	Playstation
Walk	Cursor UP + Shift	D-Pad UP + L1 (Analogue)
Steer Left	Cursor LEFT	D-Pad LEFT (Analogue)
Steer Right	Cursor RIGHT	D-Pad RIGHT (Analogue)
Run	Cursor UP	D-Pad UP (Analogue)
Jump	Space Bar	X

On Skateboard
Pepper always carries his skateboard, wherever he goes. At any time he can hop on and go for a ride. Whilst on his skateboard, Pepper can perform the following moves;

Move	PC	Playstation
Steer Left	Cursor LEFT	D-Pad LEFT (Analogue)
Steer Right	Cursor RIGHT	D-Pad RIGHT (Analogue)
Jump	Space Bar	X
Spin (360)	Cursor UP	D-Pad UP
Somersault (Off Ramp only)	Space Bar	L1 (in air)
Back-Flip (Off HIGH Ramp only)	Space Bar	L2 (in air)
Grab	Space Bar	O
Rail-Slide (hold button to Rail-Slide down any accessible edge)	Space Bar	Triangle

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In Vehicle
Pepper can control a number of different vehicles, found throughout the game. To control a vehicle, Pepper can simply jump up and land in the driving seat.

Police Car
Ambulance
Car
As Pepper discovers new vehicles during his adventure, they become available on LEGO Island!

Move	PC	Playstation
Accelerate	Z	X
Steer Left	Cursor LEFT	D-Pad LEFT (Analogue)
Steer Right	Cursor RIGHT	D-Pad RIGHT (Analogue)
Decelerate	X	O
Jump	Space Bar	X

Sub-Games (Racing)
During Peppers' adventure, the vehicles are controlled in different ways;

Desert
Snake Shoot (NOT DRIVEN!)
Environment: From **Heli-Pad** zone to **Mummies Tomb**

Move	PC	Playstation
Move Crosshair Up	Cursor UP	D-Pad UP (Analogue)
Move Crosshair Left	Cursor LEFT	D-Pad LEFT (Analogue)
Move Crosshair Right	Cursor RIGHT	D-Pad RIGHT (Analogue)
Move Crosshair Down	Cursor DOWN	D-Pad DOWN (Analogue)
Fire	Space Bar	X

Rolling Rock
Environment: Escaping **Mummies Tomb**

Move	PC	Playstation
Accelerate	Cursor DOWN	D-Pad UP (Analogue)
Steer Left	Cursor LEFT	D-Pad LEFT (Analogue)
Steer Right	Cursor RIGHT	D-Pad RIGHT (Analogue)
Decelerate	Cursor UP	D-Pad DOWN (Analogue)
Jump	Space Bar	X

Desert Speedster
Environment: From **Mummies Tomb** to **Oasis**

Move	PC	Playstation
Accelerate	Cursor UP	D-Pad UP (Analogue)
Steer Left	Cursor LEFT	D-Pad LEFT (Analogue)
Steer Right	Cursor RIGHT	D-Pad RIGHT (Analogue)

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Decelerate	Cursor DOWN	D-Pad DOWN (Analogue)
Jump	Space Bar	X

Jungle
Bi-Plane
Environment: Over the top of the **Jungle**

Move	**PC**	**Playstation**
Ascend	Cursor UP	D-Pad UP (Analogue)
Steer Left	Cursor LEFT	D-Pad LEFT (Analogue)
Steer Right	Cursor RIGHT	D-Pad RIGHT (Analogue)
Descend	Cursor DOWN	D-Pad DOWN (Analogue)

Dino-Park
Tank
Environment: From **Landing Zone** to **Lookout Camp**

Move	**PC**	**Playstation**
Accelerate	Cursor UP	D-Pad UP (Analogue)
Steer Left	Cursor LEFT	D-Pad LEFT (Analogue)
Steer Right	Cursor RIGHT	D-Pad RIGHT (Analogue)
Decelerate	Cursor DOWN	D-Pad DOWN (Analogue)
Jump	Space Bar	X

T-Rex
Environment: From **Lookout Camp** to **Main Camp**

Move	**PC**	**Playstation**
Accelerate	Cursor UP	D-Pad UP (Analogue)
Steer Left	Cursor LEFT	D-Pad LEFT (Analogue)
Steer Right	Cursor RIGHT	D-Pad RIGHT (Analogue)
Decelerate	Cursor DOWN	D-Pad DOWN (Analogue)
Jump	Space Bar	X

Rock Raiders
Hover Ship
Environment: into **Rock Monsters Cave**

Move	**PC**	**Playstation**
Accelerate	Cursor UP	D-Pad UP (Analogue)
Steer Left	Cursor LEFT	D-Pad LEFT (Analogue)
Steer Right	Cursor RIGHT	D-Pad RIGHT (Analogue)
Decelerate	Cursor DOWN	D-Pad DOWN (Analogue)
Jump	Space Bar	X

Rolling Rock Monsters
Environment: escaping **Rock Monsters Cave**

Accelerate	Cursor DOWN	D-Pad UP (Analogue)
Steer Left	Cursor LEFT	D-Pad LEFT (Analogue)
Steer Right	Cursor RIGHT	D-Pad RIGHT (Analogue)
Decelerate	Cursor UP	D-Pad DOWN (Analogue)

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Jump	Space Bar	X

Asteroid Belt Shuttle
Environment: Travelling to **Ogel**

Move	**PC**	**Playstation**
Ascend	Cursor UP	D-Pad UP (Analogue)
Steer Left	Cursor LEFT	D-Pad LEFT (Analogue)
Steer Right	Cursor RIGHT	D-Pad RIGHT (Analogue)
Descend	Cursor DOWN	D-Pad DOWN (Analogue)

Sub-Games (Non-Racing)

Whack-a-bot

Move	**PC**	**Playstation**
Whack Bottom Bot	Cursor DOWN	X
Whack Left Bot	Cursor LEFT	Square
Whack Right Bot	Cursor RIGHT	O
Whack Top Bot	Cursor UP	Triangle

Brick Dive

Move	**PC**	**Playstation**
Turn Down	Cursor UP + Shift	D-Pad UP + L1 (Analogue)
Turn Left	Cursor LEFT	D-Pad LEFT (Analogue)
Turn Right	Cursor RIGHT	D-Pad RIGHT (Analogue)
Turn Up	Cursor UP	D-Pad UP (Analogue)
Swim	Space Bar	X

Joust

Move	**PC**	**Playstation**
Gallop	Z, X (alternate)	X, O (alternate)
Move Joust Left	Cursor LEFT	D-Pad LEFT (Analogue)
Move Joust Right	Cursor RIGHT	D-Pad RIGHT (Analogue)
Move Joust Up	Cursor UP	D-Pad UP (Analogue)
Move Joust Down	Cursor DOWN	D-Pad DOWN (Analogue)

Raging Bull

Move	**PC**	**Playstation**
Walk	Cursor UP + Shift	D-Pad UP + L1 (Analogue)
Steer Left	Cursor LEFT	D-Pad LEFT (Analogue)
Steer Right	Cursor RIGHT	D-Pad RIGHT (Analogue)
Run	Cursor UP	D-Pad UP (Analogue)

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Jump	Space Bar	X
Activate	CTRL	O

Whack-a-Snake

Move	PC	Playstation
Whack Bottom Snake	Cursor DOWN	X
Whack Left Snake	Cursor LEFT	Square
Whack Right Snake	Cursor RIGHT	O
Whack Top Snake	Cursor UP	Triangle

Matching Mummies

Move	PC	Playstation
Walk	Cursor UP + Shift	D-Pad UP + L1 (Analogue)
Steer Left	Cursor LEFT	D-Pad LEFT (Analogue)
Steer Right	Cursor RIGHT	D-Pad RIGHT (Analogue)
Run	Cursor UP	D-Pad UP (Analogue)
Jump	Space Bar	X
Activate	CTRL	O

Fishing

Move	PC	Playstation
Cast	Space (hold for further)	X
Move Boat Left	Cursor LEFT	D-Pad LEFT (Analogue)
Move Boat Right	Cursor RIGHT	D-Pad RIGHT (Analogue)
Reel In	Cursor DOWN	D-Pad DOWN (Analogue)
Reel Out	Cursor UP	D-Pad UP (Analogue)

Celebration Dance

Stage 1

Move	PC	Playstation
Move Selection Left	Cursor LEFT	D-Pad LEFT (Analogue)
Move Selection Right	Cursor RIGHT	D-Pad RIGHT (Analogue)
Select	Space	X
Delete	CTRL	O

Stage 2

Move	PC	Playstation
Dance slot 1	Cursor Down	X
Dance slot 2	Cursor LEFT	Square
Dance slot 3	Cursor RIGHT	O
Dance slot 4	Cursor UP	Triangle

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Lookout Camp

Move	PC	Playstation
Walk	Cursor UP + Shift	D-Pad UP + L1 (Analogue)
Steer Left	Cursor LEFT	D-Pad LEFT (Analogue)
Steer Right	Cursor RIGHT	D-Pad RIGHT (Analogue)
Run	Cursor UP	D-Pad UP (Analogue)
Jump	Space Bar	X
Activate	CTRL	O

Main Camp – Mr Hates

Move	PC	Playstation
Move Balloon Forward	Cursor UP	D-Pad UP (Analogue)
Move Balloon Left	Cursor LEFT	D-Pad LEFT (Analogue)
Move Balloon Right	Cursor RIGHT	D-Pad RIGHT (Analogue)
Move Balloon Back	Cursor DOWN	D-Pad DOWN (Analogue)
Winch	Space Bar	X

Matching Rocks

Move	PC	Playstation
Move Selection Left	Cursor LEFT	D-Pad LEFT
Move Selection Right	Cursor RIGHT	D-Pad RIGHT
Move Selection Up	Space	D-Pad UP
Move Selection Down	Space	D-Pad DOWN
Select	Space	X

Centrifuge

Move	PC	Playstation
Boost	Space	X

Make-a-d-Pizza

Move	PC	Playstation
Select Bottom Topping	Cursor DOWN	X
Select Left Topping	Cursor LEFT	Square
Select Right Topping	Cursor RIGHT	O
Select Top Topping	Cursor UP	Triangle

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Bricksters' Palace

Move	PC	Playstation
Move Left	Cursor LEFT	D-Pad LEFT (Analogue)
Move Right	Cursor RIGHT	D-Pad RIGHT (Analogue)
Climb Up Ladder	Cursor UP	D-Pad UP (Analogue)
Climb Down Ladder	Cursor DOWN	D-Pad DOWN (Analogue)

Sin-a-d-Song

Move	PC	Playstation
Sing slot 1	Cursor Down	X
Sing slot 2	Cursor LEFT	Square
Sing slot 3	Cursor RIGHT	O
Sing slot 4	Cursor UP	Triangle

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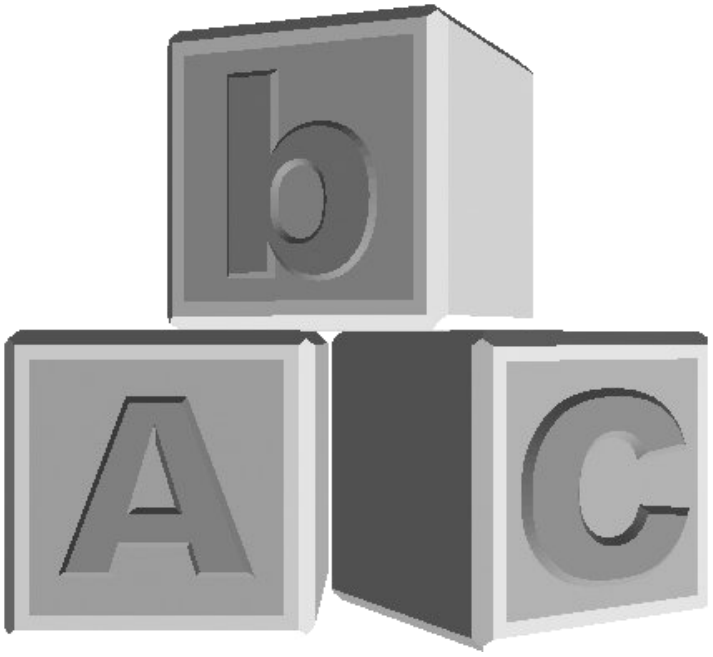
Toy Elements



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Peppers' Computer

Pepper's Computer is found inside Peppers' House and gives him access to everything currently uncovered in the game. The main menu will provide main options such as Movies, Sounds and Games! Each of these options will lead to a sub menu, as below;

Movies

Infomaniac Messages

This menu gives Pepper access to any of the Infomaniac messages currently unlocked in the game.

FMV

This allows Pepper to view the FMV's from the game, providing they have been unlocked.

Sounds

Music

This gives Pepper the option to play any of the music in the game, whilst he mooches around his home, Nice!

SFX

Feeling 'noisy', Pepper can access all of the SFX currently unlocked in the game, allowing comical sentences of noise!

Games

Sub-Games

Pepper can access any of the sub-games currently unlocked in the game. See Game Progression for further information.

Racing Sections

Inside the Sub-game section is a racing section. This allows Pepper to complete all of the racing section in order, starting off in the Desert Speedster and ending up in the Space Shuttle!

Customising

Characters

By simply clicking on characters, Pepper can change a number of different features;

Hats

Character around the Island use a number of different hats, ranging from Police caps, to motorcycle helmets.

Clothes

Clothes can be 'swapped' between characters, allowing for everyone to look like anyone.

There are a handful of people living on the Island, that don't have jobs. Pepper has the ability to give these people items, which they then use to perform tasks;

Lolly Pop Stick

Road Crossing

Lolly Pop attendants will move around the Island, aiding the good citizens across busy roads. If Pepper can reach the Lolly Pop attendant whilst being chased by Brick-bots, they will be forced to wait and cross the road (Abbey Road).

Broom

Sweeping

Road Sweepers will move around the Island, keeping the streets clean. If Pepper can reach a Road Sweeper, whilst being chased by Brick-bots, they will be swept back allowing Pepper to escape.

Spade

Digging

Diggers will move around the Island, digging away to their hearts content. If Pepper can reach a Digger, whilst begin chased by

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Brick-bots, they will loosen the soil, causing the Brick-bots to fall waist deep.

Environment

By clicking on various features around the environment, Pepper can change the model and colours of the features;

Flowers

Trees

As Pepper discovers new plant types whilst on his adventure, they will become available on LEGO Island. This would allow Pepper to change every plant on the Island to a Pink Cactus, if he so wished.

Vehicles

Whilst at locations containing vehicles, Pepper can customise vehicles;

Colour

The vehicles are split up into a number of different sections. Each section's colour can be changed.

Decals

The vehicles can get replacement decals. The alternative decals can already be found around the Island, used on various items.

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Games

Pizza Delivery

Once Pepper has saved the world and life has returned to normal, he can resume his job, delivering Pizza's. By visiting the Pizzeria, Pepper will receive a new pizza round order from the Brickolini's!

Hospital

Ambulance

When the adventure is complete and the Brickster is safely locked away on Ogel, Pepper can help the Hospital by driving the Ambulance around LEGO Island, collecting the people that require medical assistance and taking them to the Hospital! The sick people of LEGO Island tend to have amusing illnesses, such as Bloaty Head Disease, or Elvis Syndrome! The illnesses can be cured with a quick trip to the Hospital!

Bandage Colours

Along with changing the colour of hats and trees, Pepper can also change the colour of bandages worn by sick people. This doesn't affect them in any way, other than their colourful appearance!

Rock Raiders

Once Pepper has retrieved the Power Gem from the Rock Monsters, he can return any time and play on the Rock Raiders HQ. There are three points that Pepper can take control of, allowing him to command the HQ! Pepper can switch between the Crane, the Bulldozer and the Mining Laser! The Crane lift rocks onto the Bulldozer, then the Bulldozer pushes the rocks onto the conveyor belt and finally the Mining Laser is used to destroy the Rocks!

Skateboard Park

Pepper has access to his own personal skateboard park! By performing bigger and badder tricks, Pepper is awarded medals, showing the growth of his skills as and when they get better!

Res-Q HQ

Customise Boat

At any time, Pepper can go to the Res-Q HQ and customise the boat, changing the colours of the bricks used. By using the decal creator, Pepper can even create his own personal logos to replace the Res-Q ones!

Pilot Boat

At the Res-Q centre, Pepper can pilot a boat (standard or customised) around LEGO island, giving an altogether different vista!

Police Station

Customise Police Chopper

By visiting the Police Station, Pepper can customise the Police Chopper, changing the colours of the bricks, as well as creating personal decals!

Pilot Police Chopper

At the Police Station, Pepper can choose to pilot the Police Chopper high above LEGO Island!

Garage

Customise Vehicle

If Pepper visits the Garage, he can choose to customise one of three different vehicles. By changing the colours of the bricks, and creating new decals, Pepper can make his own personal vehicles!

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Drive Vehicle
By visiting the Garage, Pepper can drive a variety of different vehicles around LEGO Island!

Pizzeria

Jukebox
When visiting the Pizzeria, Pepper can activate the Jukebox and play all of his favourite tunes from the game! Accompanied by Mama and Papa Brickolini, Pepper can dance away, as the music plays!

Mama Brickolini's Piano
Mama the music lover has no problem letting Pepper play on her keyboard, all he has to do is ask. By activating the keyboard, Pepper can play away to his hearts content!

Information Centre

Change Environment
After entering the Information Centre, Pepper is presented with a control panel, allowing him to alter the weather effects and time of day! With the ability to make it rain during the night or be bright and sunny during the day, Pepper can have hours of fun. Please note that the effects will not remain when Pepper leaves the Information Centre.

Crazy Houses

Distorting Mirrors
The first of the three houses on LEGO Island has a hall of mirrors! It will be most amusing for Pepper to walk around and look at himself in the mirror, as his shape is distorted beyond all belief!

Distorting Faces
The second house has a facial distortion room. From here, Pepper can access any of the faces seen in LEGO Island 2 and distort them beyond all belief. The faces will not stay distorted once Pepper leaves the house!

Moving / Rocking Platforms
The third and final House in the fun house sequence. Containing rocking platforms and moving walls, Pepper will have immense fun simply trying to manoeuvre around the house!

Playground
One of the new additions to LEGO Island is the Playground. Pepper can go to the park to play on all of the traditional playground things including the Swings, Slide, Seesaw and Roundabout! Pepper will gain nothing from going on these rides, other than fun!

Tree House
By finding the Tree House, Pepper can climb up to the top and look out high above the Island! By using the binoculars found inside the Tree House, Pepper can have a zoomed in view, allowing him to look closely at objects far into the distance!

Seaside Telescope
Somewhere along the Coast is a set of pay binoculars that Pepper can use to look out far across the sea! It's a beautiful view and there's plenty to look at!

Fishing Pond

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Located on the Island is a Fishing Pond that Pepper can use to polish up his fishing skills! Nothing is gained for catching fish, although a score is kept on the number of fish Pepper has caught!

Space Port

After having completed his Space Training, pepper now has access to the Main Control Panel. From here, Pepper, can play with a number of different buttons and sliders that alter a variety of different flashing light and bleeping noises.

Radio Station

Mix the Music

If Pepper visits the Radio Station, he can 'get-down' on the DJ decks and mix his own sounds together. With eight samples to choose from, Pepper can make noise to his hearts content.

Play Jingles

In addition to the noises, Pepper can add Jingles, advertising the Brickolini's Pizzeria, the Motoring Skills of the Garage and the safety provided by the Police!

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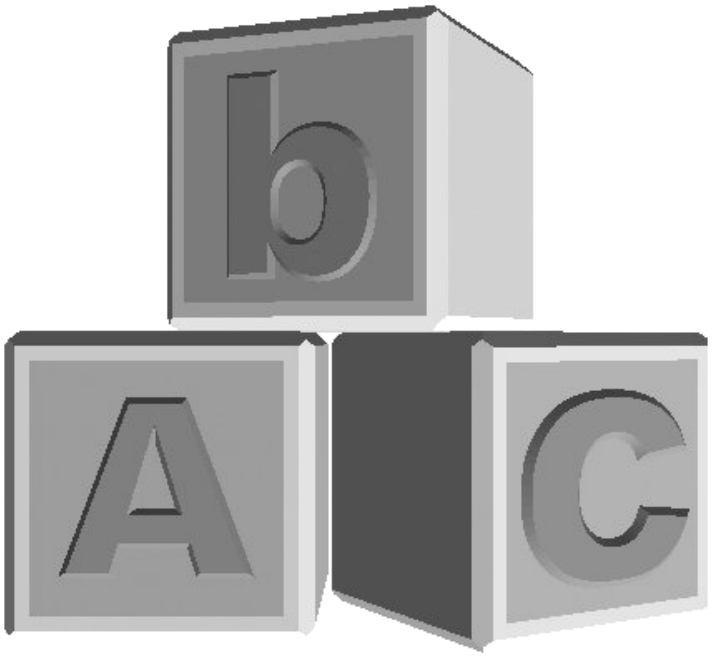
Adventure Games



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Adventure Game Flow

Walk-about LEGO Island
    Whack-a-bot
Walk-about LEGO Island
        Boat to Castle Island (Res-Q Boat)
Walk-about Castle Island
    Brick Dive
Walk-about Castle Island
    Joust
Walk-about Castle Island
    Raging Bull
        Boat back to LEGO Island (Res-Q Boat)
Walk-about LEGO Island
        Fly to Adventure Island (Police Chopper)
Walk-about Desert
    Snake Shoot
Walk-about Desert
    Whack-a-Snake
Walk-about Desert
    Matching Mummies
Walk-about Desert
    Rolling Rock
Walk-about Desert
    Desert Speedster
Walk-about Oasis
    Fishing
Walk-about Oasis
Walk-about Desert
    Bi-Plane over Jungle
Walk-about Dino-Park
    Celebration Dance
Walk-about Dino-Park
    Volcano Tank to Lookout Camp
Walk-about Lookout Camp
    Lookout Camp
Walk-about Lookout Camp
    T-Rex to Main Camp
Walk-about Main Camp
    Main Camp – Mr Hates
Walk-about Dino-Park
        Fly back to LEGO Island (Pterodactyl)
Walk-about LEGO Island
    Rock Raiders Caves
Walk-about Rock Monsters Cave
    Matching Rocks
    Rolling Rock Monster
Walk-about LEGO Island
Walk-about Space Port
    Centrifuge

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Walk-about Space Port
    Simulation
Walk-about Space Port
    Parachute
Walk-about Space Port
    Asteroid Belt
    Parachute onto Ogel
Walk-about Ogel
    Make-a-d-Pizza
Walk-about Ogel
    Bricksters' Palace
    Sin-a-d-Song

Adventure Sub-Games

Primary

Whack-a-bot	1	MAINFRAME
Brick Dive	1	PAGE
Raging Bull **(EOL)**	1	PAGE
Matching Mummies	1	PAGE
Fishing	1	PAGE
Main Camp–Mr Hates **(EOL)**	1	PAGE
Bricksters' Palace **(EOL)**	1	

Secondary

Joust	2	
Whack-a-Snake	2	GEMS
Celebration Dance	2	
Lookout Camp	2	
Matching Rocks	2	POWER GEM
Make-a-d-Pizza	2	

Last

Centrifuge	3	
Sin-a-d-Song	3	

All

Whack-a-bot	1	MAINFRAME
Brick Dive	1	PAGE
Joust	2	
Raging Bull	1	PAGE
Whack-a-Snake	2	GEMS
Matching Mummies	1	PAGE
Fishing	1	PAGE
Celebration Dance	2	
Lookout Camp	2	
Main Camp – Mr Hates	1	PAGE
Matching Rocks	2	POWER GEM
Centrifuge	3	

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Make-a-d-Pizza	2
Bricksters' Palace	1
Sin-a-d-Song	3

15 – Adventure Sub-games! – **5** pages

Adventure Racing Sections

Primary

Desert Speedster	1
Bi-Plane over Jungle	1
Volcano Tank to Lookout Camp	1
T-Rex to Main Camp	1

Secondary

Snake Shoot	2
Rolling Rock	2
Rolling Rock Monster	2
Parachute License	2
Parachute Ogel	2

Last

Rock Raiders Caves	3
Simulation	3
Asteroid Belt	3

All

Snake Shoot	2
Rolling Rock	2
Desert Speedster	1
Bi-Plane over Jungle	1
Volcano Tank to Lookout Camp	1
T-Rex to Main Camp	1
Rock Raiders Caves	3
Rolling Rock Monster	2
Simulation	3
Parachute License	2
Parachute Ogel	2
Asteroid Belt	3

12 – Racing Sections!

Adventure Walk-abouts

LEGO Island	PAGES (10)
Castle Island	PAGES (2)
Desert (Heli-pad, Oasis, Landing Strip)	
Mummies Tomb	PAGES (1)
Oasis	PAGES (1)
Dino-Park	

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Lookout Camp
Main Camp PAGES (1)
Rock Monsters Cave
Ogel

10 – Walk-about Sections!

Adventure Travel-abouts

Travel to Castle Island – On Res-Q Boat
Travel back to LEGO Island - On Res-Q Boat
Travel to Adventure Island – In Police Chopper
Travel back to LEGO Island – On Pterodactyl

4 – Travel-about Sections!

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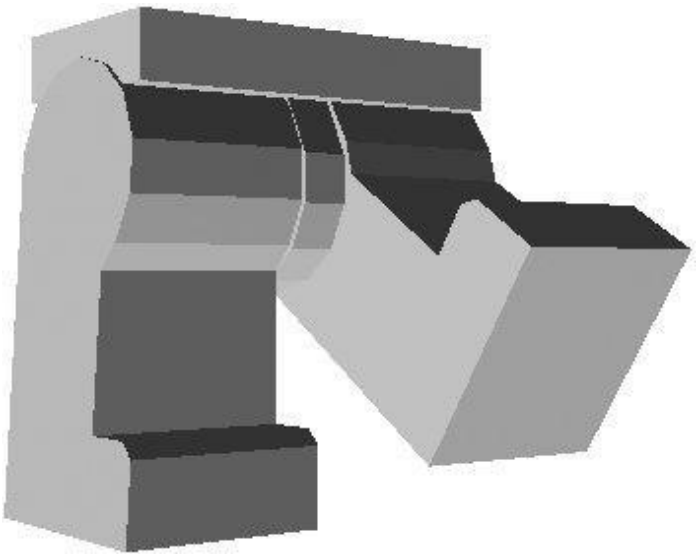
Pages



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At the start of Peppers' adventure, the pages of the Constructopedia are ripped out and scattered across the land. Pepper must collect the page in order to complete the Adventure, and free LEGO Island from the Brickster!
Initially, only 3 pages are available. These are the **Information Centre**, the **Res-Q HQ** and the **Hospital**.
Once these are collected and the buildings have been re-constructed, 2 more become available; **Skateboard Park** and **Peppers' House**. It is possible to continue to Castle Island at this stage, not collecting the 2 pages.
At Castle Island, 2 pages are available; the **Garage** and the **Police Station**.
Once these are returned and the buildings reconstructed, 5 more pages are revealed; **3 houses** and **2 shops**. Again, it is possible at this point to continue to Adventure Island, without having constructed the Houses or Shops, or even the Skateboard Park and Peppers' House!
Once Pepper has returned from Adventure Island, it is not possible for him to continue any further, without collecting any remaining pages.

Set 1

Page 1 **Hospital** **LEGO ISLAND**
Found somewhere on LEGO Island! Yet to be decided!

Page 2 **Information Centre** **LEGO ISLAND**
Found somewhere on LEGO Island! Yet to be decided!

Page 3 **Res-Q HQ** **LEGO ISLAND**
Found somewhere on LEGO Island! Yet to be decided!

Set 2

Page 4 **Skateboard Park** **LEGO ISLAND**
Found somewhere on LEGO Island! Yet to be decided!

Page 5 **Peppers House** **LEGO ISLAND**
Found somewhere on LEGO Island! Yet to be decided!

Set 3

Page 6 **Garage** **CASTLE ISLAND** (Brick Dive)
Found deep under the water, this page is collected during the Brick Dive, when Pepper is repairing the Bridge!

Page 7 **Police Station** **CASTLE ISLAND** (Raging Bull)
Located on the flagpole of the Bull's Castle, Pepper makes a deal to win the page back, becoming the No.1 Jouster in the progress. Although extreme measures need to be taken, when Cedric decides to spoil the fun!

Set 4

Page 8 **House 1** **LEGO ISLAND**

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Found somewhere on LEGO Island! Yet to be decided!

Page 9 **House 2** **LEGO ISLAND**
Found somewhere on LEGO Island! Yet to be decided!

Page 10 **House 3** **LEGO ISLAND**
Found somewhere on LEGO Island! Yet to be decided!

Page 11 **Shop 1** **LEGO ISLAND**
Found somewhere on LEGO Island! Yet to be decided!

Page 12 **Shop 2** **LEGO ISLAND**
Found somewhere on LEGO Island! Yet to be decided!

Set 5

Page 13 **Radio Station** **ADVENTURE ISLAND** (Match Mummies)
The first stop the Brickster made on Adventure Island was the Mummies Tomb, where he dropped a page behind the room of the Matching Mummies!

Page 14 **Air / Space Port** **ADVENTURE ISLAND** (Oasis)
Catching a high wind, this Page flew all the way to the Oasis, where it was promptly eaten by Big Bertha. Pepper must fish out Big Bertha, in order to gain this page!

Page 15 **Pizzeria** **ADVENTURE ISLAND** (Mr Hates)
Mr Hates was handed this page by the Brickster. He was told to keep it safe, especially from Pepper!

Page Layout

LEGO Island	PAGES (10)
Castle Island	PAGES (2)
Mummies Tomb	PAGES (1)
Oasis	PAGES (1)
Main Camp (Mr Hates)	PAGES (1)

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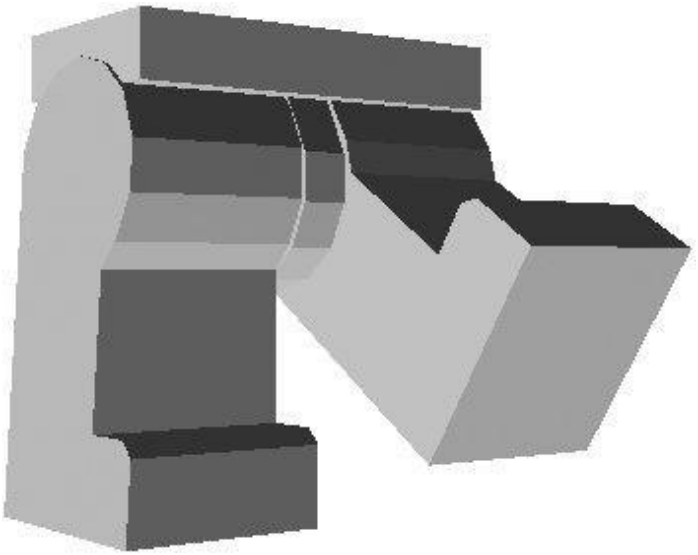
Adventure Walk-through



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LEGO Island - A

FMV
The FMV blends seamlessly into the first scene in the game;

Board Park
The game starts with Pepper performing a series of tricks around his skateboarding park. The final trick leaves Pepper heading towards the exit of the park. If Pepper continues straight ahead, he will exit the park and immediately be met by the Infomaniac.
If Pepper steers away from the exit at all, he will be able to play around his skateboard park, performing jumps, slides and spins! At any time Pepper can return to the park.

The Infomaniac
The Infomaniac meets Pepper as soon as he leaves the Board Park. Handing over a sack-full of pizzas from Papa Brickolini, the Infomaniac tells Pepper to go around and deliver a pizza to everyone, as a thank-you for the kind brick donations.

Build Pepper's House
Pepper must visit all of his friends on LEGO Island to collect the pieces of his new house. As each person is reached, a new home piece automatically returns to the building site and is assembled. When all of the pizzas are delivered, the house is complete and Pepper can relax in his new home. Not for long though…

Pepper's House
Peppers' house is kitted out to hold all of his trophies and achievements and even has a Home Computer, where any unlocked game features can be accessed. This includes sub-games and cut-scenes.

Pizza for Brickster
Typical! Within 2 seconds of walking through the front door, the phone rings. It is Papa Brickolini, begging Pepper to deliver one last pizza for the day. Wondering who would want a pizza at this time, Pepper makes his way on his skateboard to the pizza hut. When he arrives, Mama Brickolini says the pizza is for the Brickster and to be careful of his tricks. Pepper makes his way to the jail, eager to get a good days work over with.
The pizza is delivered and the Brickster thankfully starts munching away at his pizza. As Pepper turns his back, the Brickster pulls out the rest of the toppings he'd been saving and hurls them carelessly into his mouth. Munching the combination together, the Bricksters' cheeks begin to glow with the spices. In an almost involuntary manner, the Brickster lets lose his breath of fire, melting the lock on the jail.

Brickster Escapes
Using the lock melting combination, the Brickster escapes and takes the Police Chopper to the Information Centre. Once there, he finds the Infomaniac fast asleep, with the Constructopedia open on his lap.
The Brickster Steals the Constructopedia and uses it to deconstruct the island by scattering the pages of the book far and wide. He then summons the Brick-Bots to continue his evil plan and disappears into the distance, cackling mischievously.

Find the Pages / Stop the Brick-Bots

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Pepper must scour the island for the missing pages of the book.
Talking to the LEGO citizens will give clues as to the whereabouts of the hidden pages. Some of the pages may be in hard to reach places and will require the use of Peppers' skateboard skills to jump high into the air. Pepper must also be sure to keep any citizens safe from the mischievous clutches of the Brick-Bots.
During this island scour, Pepper recovers the pages for the Information Centre, The Hospital, The Res-Q HQ, Pepper's House, Pepper's Skateboard Park, 2 Houses and 1 Shop.
(The Brickster can be seen in the distance, but is quite obviously out of reach at this stage.)

Recover the Bot Heads / Rebuild the Island / Track the Brickster

Amongst the Brick-bot army are four special bots, signified by the different colours of their heads. These colours represent the different computer components and head purposes. Most Bot-heads are simply power sources or keys, but somewhere there are four special colours that make up the computer mainframe. Pepper must chase the Brick-Bot army all over the island and use his special pizza skills to knock the Bots flats on their backs. Once a Brick-bot has been knocked down, the heads can be removed by clicking on them. Each head brings more data, providing Bill Ding and the Infomaniac with the power they need to rebuild the island.
As soon as the Information Centre is reconstructed (This is done by collecting the Information Centre page on the island), and 4 Bot-Heads have been collected, Pepper can help the Infomaniac to put the Mainframe back together. This will activate the tracking computer.

Sub-Game: Whack-a-bot.

Pepper must aid the Infomaniac in putting the main frame computer back together. The Infomaniac is deep inside the computer, trying to reconnect the Brick-Bot heads. Unfortunately, they keep trying to escape through the four vents on top of the mainframe. Pepper must use Deep Pan Pizzas to 'whack' them back inside. Be careful not to hit the Infomaniac when he comes up for a breather or vital time may be lost!

Emergency Distress Call

The Res-Q HQ computer system has received an emergency call from Castle Island. It seems that after wrecking LEGO Island, the Brickster headed over to Castle Island and demolished the only bridge between the two castles, preventing their eternal battling. Pepper must go to Castle Island and repair the bridge so that the people of the island can once again battle. Firstly, Pepper must go to the Res-Q HQ. When Pepper arrives at the HQ, he receives instructions on how to customise the vehicles and is given a boat. Once the boat is ready to go, Pepper must travel to Castle Island, where the bridge can be repaired.

Vehicle: Boat

Pilot the boat over to Castle Island, to repair the bridge.

Castle Island

Span Repair

Once Pepper lands at the docks, he is greeted by the people of the Island who inform him that as the Brickster demolished the bridge, he dropped his piece of paper; Could this be the next page!?

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Sub-Game: Brick Dive!

Pepper must snorkel to collect the bricks in the correct order. As bricks are collected the bridge will rebuild. If bricks are collected in the wrong order, the bridge will collapse. Be sure to keep an eye out for the next page, it must be under one of the bricks.

Once the bridge has been repaired, the people of the Island thank Pepper and immediately continue the battling.

Retrieve the Police Station Constructopedia page

The Infomaniac has located the next page, on Castle Island! The only problem is that the Lions have stolen the Bulls flag, and when the page turned up, the Bulls used it as their replacement.
On approaching the Bull's castle, Pepper is told that he cannot have the page, until their flag is returned. Pepper agrees to help and is given a horse to speed up his errand.
When Pepper arrives at the Lion's Castle, he asks for the flag back, but the Lion's only agree to give the flag back if he can beat the Bull's Dark Night at his favourite Jousting game. Pepper agrees, dons the Jousting equipment given by the Lion's and heads back towards the central bridge, where all jousting is performed.
As Pepper nears the bridge, he puts on his deepest voice and challenges the Dark Night to a Joust!

Sub-Game: Jousted (performed on the newly repaired bridge!).

Pepper must joust against the Dark Knight, in order to win the Bull's flag back.

Bull Sheet

Once Pepper has defeated the Dark Night and returns to the Lion's castle, he is greeted by the Lion's who are cheering! The Lion's thank Pepper and throw the flag down to him. Pepper throws the jousting equipment back and gallops off towards the Bull's castle. Greeted by yet another cheering castle, Pepper throws the flag up, when, suddenly, out of nowhere, Cedric the Bull appears, steals the page and disappears into the castle! Seconds later everyone inside begins running out, towards the opposite castle. Eventually, arising from behind the castle walls, Cedric is seen at the control hub of an intricate arrangement of cannons. As Cedric pulls away furiously, the cannons begin firing off in all directions, forming a constant barrage. The whole island retreat to the opposite castle and hide behind the safety of the stone walls. With everyone hiding, Pepper must go this one alone.

EOL: Raging Bull

Using the cover of various battering rams and cannons, left in the battlefield, Pepper must make his way across the bridge, to the other side of the Island. As Pepper nears the castle, he can take control of cannons and catapults and use them against Cedric.

Home Stretch

Once Cedric has been defeated, the citizens pour out of the opposite castle and charge towards Cedric. Shame on you Cedric. Pepper takes the page and heads back to the boat.

Vehicle: Boat

Pilot the boat back across to LEGO Island.

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LEGO Island - B

Partial Law

After returning to LEGO Island Pepper must take the pages to the Information Centre. Once the pages are back in the book, the buildings are reconstructed. Yahoo! The Police Station is back! Nick Brick has a hunch that the next page is somewhere in the Desert.

Vehicle: Helicopter

Take the helicopter over to Adventure Island

Adventure Island - Desert

Adventure Inbound

Using the Police Helicopter, Pepper flies over to Adventure Island. On arriving, Pepper can fly around the Island, but the only heli-pad is on the edge of the Desert.

Once on the ground, Pepper meets up with Desert Adventurers who tell him of the dangers of the Desert.

Infomaniac Appears

The Informaniac appears and tells Pepper that the next page is in the Oasis, but reports show that the source is stronger than just one page.

Adventure Begins

The Adventurers tell Pepper that they will show him the secret entrance to the Oasis, if he first helps them retrieve the gems from the snakes in the Mummies Tomb. Pepper agrees, but first they must travel through Snake Valley to reach the Tomb.

Sub-Game: Desert Shoot

Pepper must man the Rear Coconut Cannon and fend off the snakes, which are trying to steal more gems.

Tomb Arrival

Once the group arrives at the Tomb, the Adventurers explain the method they must use to retrieve the gems.

Sub-Game: Whack-a-Snake.

Be quick enough to whack the pesky snakes as they pop out of the sand.

Infomaniac Appears

Once the gems have been retrieved, the Infomaniac appears and tells Pepper that there is another page in the Mummies Temple. The page has fallen down the chimney and is behind a locked door. The only way to get in is to find the key, which is somewhere in the room of Matching Mummies.

The Infomaniac adds that there seems to be a strong source coming from the other side of the Island.

The Adventurers tell Pepper that they are headed to the far side of the Island for their next adventure. They will gladly give him a lift in their bi-plane if he can make it to the runway in time.

They leave Pepper with the Desert Speedster and tell him they will meet at the runway and will sign post the secret entrance to the Oasis along the way. They drive off into the distance.

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Sub-Game: Matching Mummies.

Presented with a room containing 8 sarcophagi, Pepper must match the contents until the key is found.

Water, water……

Once Pepper gets the key and the next page, he hops in the speedster and heads for the Oasis.

Sub-Game: Desert Speedster – part 1

Take control of the Speedster, avoiding snakes, boulders and falling cacti.

Oasis, is ace it is!

Once Pepper arrives at the Oasis, he is met by a fisherman who tells him-

"If it's a page you're looking for, that big old fish at the bottom of the Oasis has it. Yup, Big Bertha ate it up good. Interested? Here have my fishing rod, see if you can catch her!"

Sub-Game: Fishing.

Carefully dangle your bait in front of Bertha, without tempting the little fish.

Bertha's Shrinking

Once Pepper catches Bertha, the fisherman grabs hold of her and shakes her upside down, causing fish to fall out (back into the Oasis), followed by an old man with a beard and finally the page. He thanks Pepper for his help, and gives him the Page.

Entrance Unveiling

To the North and South of the Oasis, two new entrances open, giving access back to the Heli-pad, as well as forward to the Bi-Plane!

Ruff in the Jungle Business

Pepper catches up with the Adventurers, and finds that the pilot has fallen asleep in the desert heat. Pepper jumps at the chance to fly the bi-plane over to the Jungle and so off they travel.

Vehicle: Bi-Plane

Pepper must guide the Bi-plane safely down onto the runway in the Jungle.

Adventure Island - Jungle

Jungle Flight

Once Pepper is in the air, he must follow Johnny who will guide him through the treacherous jungle!

Adventure Island – Dino-Park

Dino-Landing

Once Pepper has safely flown through the Jungle, he sets down on the landing strip, on the edge of the Dino-Park!

Tribe Discovery

As the Adventurers check out the landing zone, they hear a booing coming from ahead. Pepper is sent ahead to check out the noise and discovers the lost tribe of Ugalego all sitting around looking sad and bored.

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"Ah, hello there friend. I am Chief Legog of the tribe Ugalego. My people rescued their first dinosaur recently but because it's our first, I never bothered to prepare a celebration dance and the pressure is far too much for me now! Could you help me re-arrange these moves into a satisfying celebration dance?"

Pepper agrees and begins arranging the moves;

Sub-Game: Tribe Dance

Part 1: Pepper must re-arrange the dance moves to form a celebration dance.

Part 2: Once the dance has been arranged, Pepper must go to the front of the tribe and perform the dance correctly 3 times, before the tribesmen will learn it. After the first complete dance, the tribe starts tapping their feet, bobbing their heads and the dance gets faster. After the second time, a few of them start waving their arms in the air and the dance gets faster. After the third time the dance is successfully complete, the tribesmen go mental and start dancing around like madmen, waving Pepper above their heads in joy.

The scene-fades with Pepper and the Adventurers partying the night away…… (The Village People can be seen in the background having it large on a podium – LLLLLL, E, G, O, it's fun to play with some LLLLLL, E, G, O - Oo).

The Morning After

Pepper wakes at daybreak to find the adventurers and the chief sitting around sipping glasses of fizzing drink (Alka Seltzer), the Tribesmen are all fast asleep. The Chief tells them the new evil presence (Mr Hates) and gives them the secret location of the Sub-Camp, where they rescued their dinosaur. After finishing their drinks, the group head off into the Jungle, in the direction of the Sub-Camp.

Volcanic Tank

Miss Pippin Read gives Pepper the keys to her Adventurer Tank. Pepper must drive the Tank across the Dino-Park, to the Lookout Camp.

Sub-Game: Lookout Camp

On arriving at the lookout camp, Pepper must free the trapped dinosaurs by removing – clicking - the locking pegs from the cages. Pepper must be careful not to tread on any dry leaves or broken twigs, as any noise would surely wake the dosing guard, who rolls around the floor in his sleep. If the guard awakes, Pepper is escorted to the exit.

Infomaniac Appears

The Infomaniac appears and tells Pepper that the next page is somewhere in the dino-park and to be careful of the evil Mr Hates, who has been spotted on the prowl for some baby T-Rex's.

Dinosaur Communication

Dr Kilroy communicates with the T-Rex, who offers to give Pepper a lift to Mr Hates Main Camp, where the other Dinosaurs are being held.

Sub-Game: T-Rex Racing

Mr Hates Camp

On arriving at the main camp, Pepper carefully creeps towards the entrance.

EOL: Mr Hates' Restraints

Once all 4 of the baby T-Rex's have been freed, Mr Hates appears and confronts Pepper on the back of a huge dinosaur. Using three moves; Head-butt, Stamp, and fireball, Mr Hates attempts to end Pepper. Pepper must use his skills to

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knock Mr Hates off the dinosaur, so he can safely be apprehended. Once Pepper defeats Mr Hates, he reluctantly hands the page over.

Prehistoric Celebration

After defeating the Evil Mr Hates, Pepper, the Adventurers and the Dinosaurs celebrate their victory.

Pterror Inbound

After completing the challenges on Adventure Island, Pepper returns home on the back of a Pterodactyl.

Vehicle: Pterodactyl

Guide Pepper safely back to LEGO Island on the back of a Pterodactyl.

LEGO Island - C

Final Reconstruction

After returning to LEGO Island, Pepper must take the pages to the remaining locations, where they can be re-united with the Constructopedia. As the buildings reconstruct (Radio Station, Garage, Space / Air Port, House 3, Pizzeria), the people of the Island finally return to their normal lives.

Brickster's Revenge

Out of nowhere, the Brickster appears and steals the power brick from the top of the Information Centre, takes Mama and Papa Brickolini, summons new improved pizza impervious Brick-Bots and disappears into the distance. The Island is left in darkness.

Raiding the Rock

The Infomaniac informs Pepper that he must go down into the Rock Raiders cave system and retrieve a Power Gem from the Rock Monsters. The Power Gem acts like a Power Brick and can power the Island temporarily.

Vehicle: Boat Trip 2

Pepper must go to the Res-Q HQ and pilot the boat around to the other side of the Island where the entrance to Rock Raiders can be found.

Rock Raiders Island

Sub-Game: Mine Kart

Guide the hover Kart through the mine shafts, avoiding rocks and jumping gaps.

Rock Monster's Cave

On arriving at Rock Monsters Cave, Pepper explains the situation and the Rock Monsters agree to hand over one of their precious gems, if Pepper can beat them at a game of Matching Rocks.

Sub-Game: Matching Rocks

Pepper and the the Rock Monster share a set of 'matching rocks'. The player with the most matches at the end wins! (Comedy animations, with other rock monster peeking and giving help (whispers) from behind).

LEGO Island - D

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Musical Discovery

After getting the Power Gem to the Information Centre, the Infomaniac informs Pepper that the new pizza-impervious-brick-bots seems to have a weakness for music. Pepper must go to the radio station and get the big ghetto blaster.

Brick-Bot Dance

Travelling around the Island on his skateboard Pepper must lull the 5 Brick-bots to the Police station by using the Ghetto Blaster. Nick Brick is settting up the tannoy system to play the music LOUD!

Head-onism

On arriving at the Police Station with the following brick-bots, the LOUD music gradually takes them further into a dancing frenzy. Unable to stop, the Brick-bots dance so hard that their heads fall off.

Training of the Shuttle

A total of 8 Bot-Heads are required to power the shuttle. Five of these have just been retrieved during the big dance. The final 3 must be gained by completing the three shuttle training missions;

Centrifuge

Use a 'rhythm button' to get the centrifuge up to speed as quick as possible. Hold the speed for 3 seconds. This prepares Pepper for the G-Forces he will experience when launching into space.

Flight Control

Before going into space it's a good idea to get to grips with the controls. Guide the simluation around a series of obstacles.

Landing

Throw Pepper off a 5000ft drop, then land him safely on the ground, using a space parachute. Points are awarded the closer Pepper lands to the centre of the target.

Once the training is complete, Pepper recieves the final 3 Brick-bot heads to power the shuttle and can persue the Brickster into space.

3…2…1…… Blast-off!

After finally being fully powered, the shuttle launches into space.

Ogel Island

Sub-Game: Asteroid Belt

After launching the shuttle, Pepper must make his way through the asteroid belt and oncoming laser fire from the Evil Ogel citizens.

Shot Down

Once Pepper reaches Ogel, his shuttle is shot down and he must perform an emergency escape, parachuting down onto Ogel.

Make-a-d-Pizza

Mama and Papa Brickolini can be seen constantly working away to supply the evil citizens of Ogel with Pizza. Pepper must sneak into the Ogel Pizzeria and help Mama and Papa Brickolini prepare the pizza for the line of hungry henchmen.

Sub-Game: Make-a-d-Pizza (low gravity)

React quickly to Papa's instructions, as he shouts out the next topping.

Stuff Evil

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Once enough Pizza has been prepared, the Evil Citizens are so full that they are no longer able to move, and fall asleep. Pepper can now free his friends from the clutches of Ogel.

Bricksters' Palace

Pepper must make his way up to the top of the Bricksters' Palace, avoiding tricks and traps. Once the throne room is reached, Pepper must confront the Brickster in the ultimate battle. When the Brickster has been defeated, Pepper can use his fish-bone space ship to return home with Mama and Papa.

LEGO Island - E

Sing-a-d-Song

After Pepper has saved the world and reunited the people of LEGO Island, he can have a sing song with Mama and Papa Brickolini – Parappa Stylee!

Sub-Game: Sing-a-d-Song

Individual buttons will make Pepper sing words. By hitting the buttons in time with the song, Pepper can sing along with his friends.

Final Pan around Island, before fade to credits.

Credits Sequence

Once Pepper has saved the world, he is awarded with a credits sequence listing all of the people that worked hard the make the adventure happen. Comical out-take animations will accompany this sequence, showing various cock-ups from the LEGO Island characters. Falling over, forgetting lines and dropping items will all lead to the cast rolling on the floor in laughter!

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End of Level Baddies

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End of Level Baddies

Cedric the Bull – Castle Island

Cedric appears on Castle Island and has been in cahoots with the Brickster for some time! Shortly after the Bull's found their replacement flag (the page!), the Brickster came to visit Cedric. He told Cedric that now was the time and to unleash his plan! A sly smile raised on Cedric's face.

Offence

Cedric has constructed an intricate platform, housing a series of cannons! The platform raises during the intro cut-scene and everyone on the Island (even the bulls and Pepper) flee to the Lions Castle.

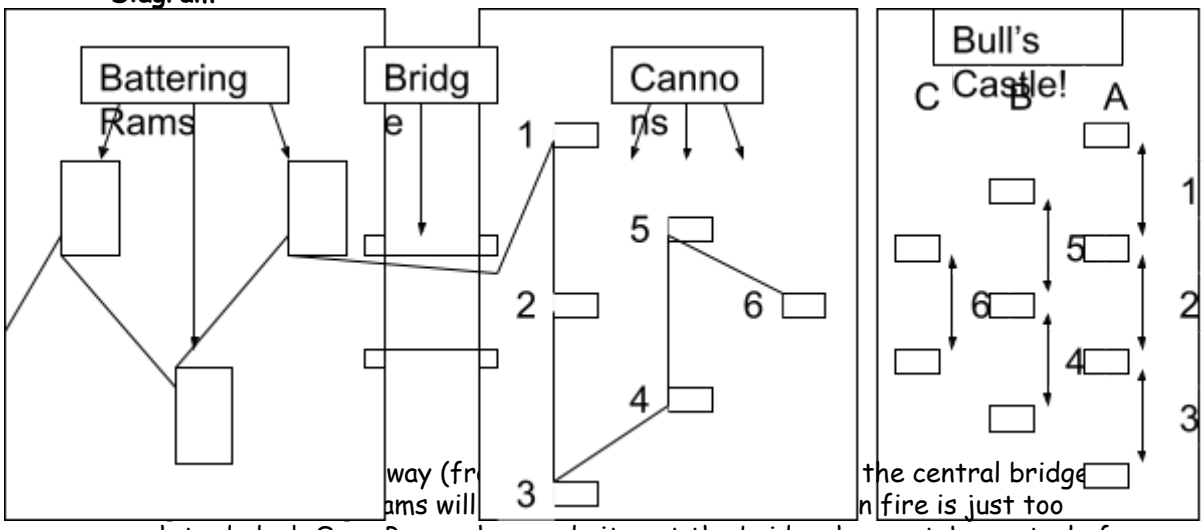
Environment

The entire Island is used for this sub-game. In the middle is the bridge, with a battleground either side. The two battlegrounds are scattered with cannons and catapults! Cedric sits on his cannon platform in the Bulls castle, randomly firing a barrage of cannon balls.

Object

Pepper must make his way from the Lions castle across the Island to the Bulls castle. Along the way, Pepper must use the cannons and catapults scattered around in order to hide from Cedrics cannon fire, whilst also returning fire. After the bridge, Pepper must take control of the various cannons scattered around the Bulls battleground and return fire to Cedric!

Diagram



way (fr the central bridge ams will n fire is just too much to dodge! Once Pepper has made it past the bridge, he can take control of the cannons positioned in front of the Bulls Castle! The cannons must be used in the correct order, which is clearly visible via a number flashing above the relevant cannon. Cedric starts on row A of his cannon platform, sneaking between the cannons, before firing them. Pepper must fire cannon 1 at the right time so that it hits Cedric at point 1, as he is moving between cannons. When Cedric is hit, he jumps up – stunned – and will no longer use that route! This leaves route 2 and 3 on the back row, which Pepper must hit with cannons 2 and 3. Once the back row has been defeated, Cedric will move down to the middle row (B). Pepper must also move forward and use cannons 4 and 5. This time Cedric is faster, and his pattern will change to miss every other cannon! Once cannons 4 and 5 have been successfully used, the final row (C) is used. Pepper must be skilful on cannon 6, as Cedric is now using clever tactics, sometimes running, sometimes jumping and occasionally sneaking!

Once Cedric takes the final hit, he falls from the castle and lands in front of Pepper, cowering in defeat!

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Mr Hates – Adventure Island

Mr Hates appears in the Dino Park on Adventure Island! He has been in the area, capturing Dinosaurs out of pure greed! He has been known to have dealings with the Brickster, but wasn't suspected to be on the actual Council!
After a visit from the Brickster, Mr Hates gladly took the Page and vowed that Pepper would have no chance of getting it back!

Offence

Mr Hates has 'brain-washed' a Brontosaur into helping him protect the camp, as well as the page. After being fed Super Hot Pizza, the Brontosaur has a little indigestion problem and starts burping fireballs across the camp!

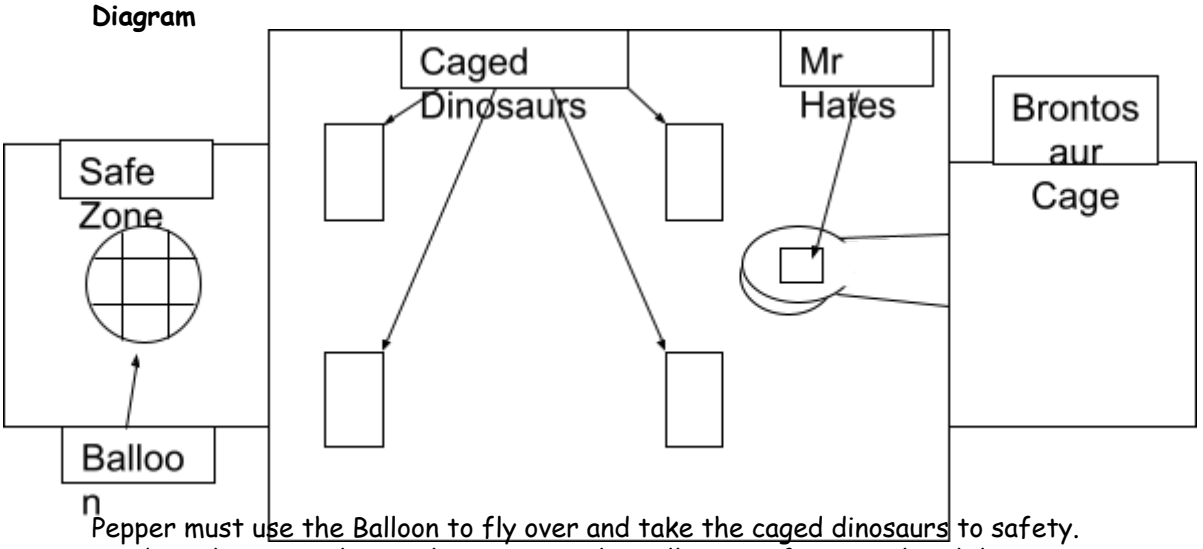
Environment

Set in Mr Hates main camp, a number of cages sit, containing quiet dinosaurs. At the back of the camp is a massive cage, much bigger than the others. This is where the Brontosaur sits. On top of the Brontosaurs' head, sits Mr Hates, who moves his large head around, aiming the fireballs towards Pepper.

Object

Pepper must take control of Miss Pippin Reads' Hot Air Balloon and save the Dinosaurs from Mr Hates. Once all of the standard Dinosaurs have been rescued, the Big Brontosaur cannot take it anymore and flips Mr Hates off his head, in an act of liberation!

Diagram



Pepper must use the Balloon to fly over and take the caged dinosaurs to safety. He does this using the winch system on the Balloon. Unfortunately, whilst carrying a payload, the balloons handling is severely impaired!
Mr Hates sits on the head of the Brontosaur at the other end. He has just fed poor Brontosaur a really hot pizza that is repeating on him badly! Each time the Brontosaur burps, a fireball flies from his mouth. Mr Hates pulls the Brontosaurs head around, trying to aim the fireballs in Peppers direction.
Each time a Dinosaur is rescued, the Big Brontosaur takes note and musters himself further. When the final dinosaur is rescued, the flips Mr Hates off his head in a cry of liberation!

The Brickster - Ogel

The Bricksters' final confrontation! The Master of all Mischief sits pretty at the top of his Palace, 'conducting' a series of obstacles for Pepper to cross. He figures that if he can lock Pepper away in his Prison Tower, there would be nothing to stop his reign of Mischief!

Offence

Using bricks, ladders, platforms and Brick-bots, the Brickster certainly makes it difficult for Pepper to reach him. Pepper must use the Ladders and Platforms to

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move up the Palace towards the Brickster. To hinder Peppers' accent, the Brickster has orchestrated a number of different Bricks that move around in various ways. Placed on set paths, the Bricks move back and forth, in and out, up and down, and rotate around.

The Brick-bots are 'sprinkled' around the level, whenever the Brickster throws down nuts and bolts. They are again on set paths and motions, but move around the ladders and platforms.

Environment

The Palace is split into a number of 'screens'. Each screen contains a different challenge, each one increasing in difficulty. The Brickster sits at the top of the last screen, on the highest platform.

Each time Pepper reaches a new screen, the Brickster scatters it with Brick-bots.

If Pepper touches either Brick, or Brick-bot, he simply falls to the bottom of the current screen.

Object

Pepper must make his way up the series of ladders and platforms, where he can finally confront the Brickster!

Once the final screen is reached, Pepper must use the new Super Hot Pizzas, discovered by Papa, whilst serving the Ogel citizens. The Brickster cannot resist the pizza and has to gulp it down in one huge bite! Unfortunately for the Brickster, he doesn't quite share the same strange tastes as his citizens. The Super Hot Pizza is far too much for the Brickster and after eating 3, he makes his final mistake. In desperation he turns to look for a drink and sees the bucket of water that he left in the Tower Prison, for Pepper. Without thinking, he runs in and dunks his head deep inside the bucket. As he bounds past the door, it bounces off the wall and starts to shut behind him. When he lifts his head from the bucket, he turns to find it's too late, as the door shuts with a thud!

Hooray, the Brickster is finished! For Good!

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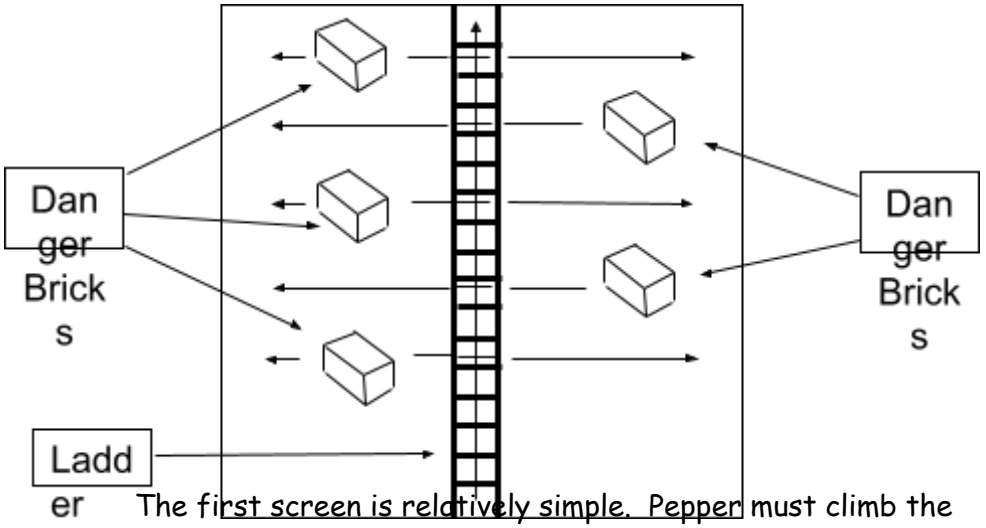
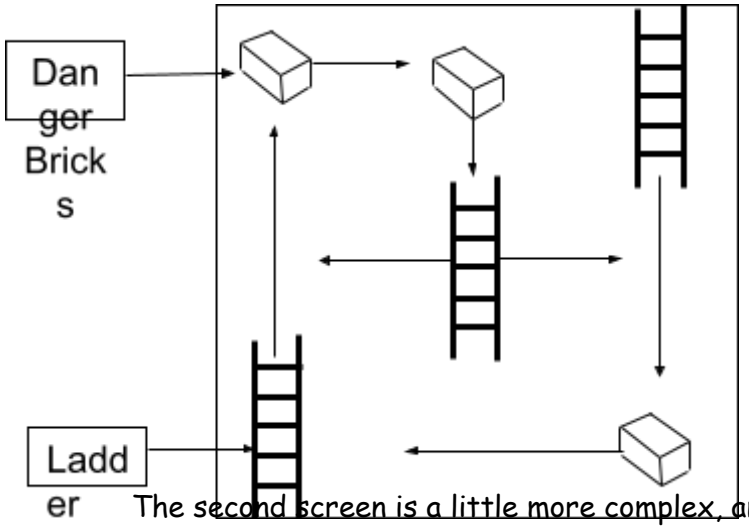
Diagram

Screen 1



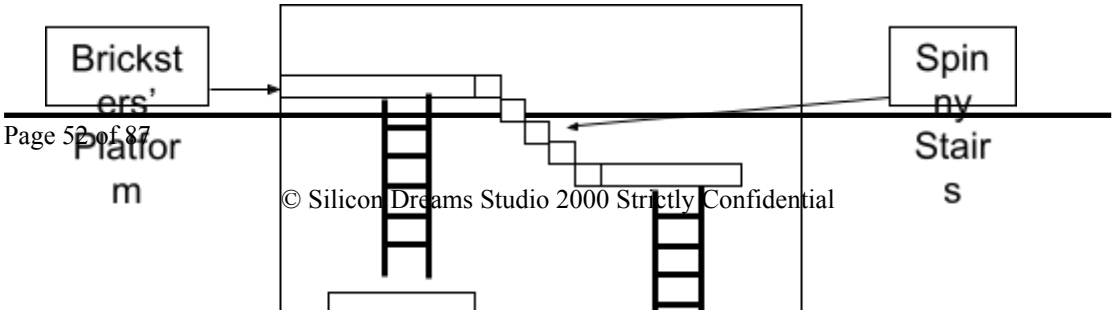
The first screen is relatively simple. Pepper must climb the ladder, timing his movement correctly in order to avoid the Bricks.

Screen 2



The second screen is a little more complex, and requires Pepper to jump across three different ladders.
The bottom left ladder moves from bottom to top, the middle ladder moves from left to right, and the top right ladder moves from top to bottom.
Pepper must find the correct timing in order to ascend the screen, without touching the Bricks.

Screen 3



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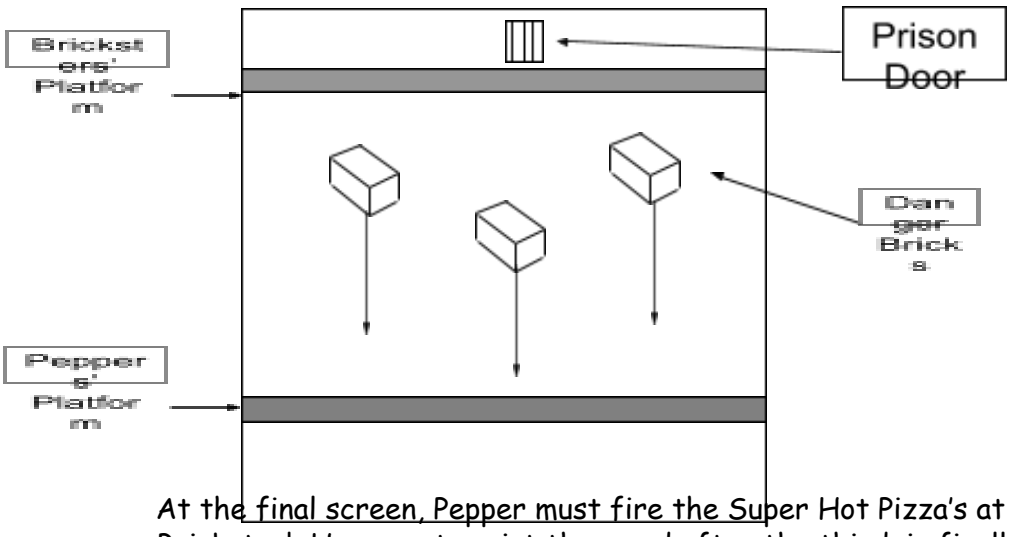
The third screen is where the Brickster can be found. Standing safely on his platform, he drops Brick-bots down below, for Pepper to avoid!
If he's quick, Pepper can climb the ladders to avoid the Brick-bots. However, the stairs must be used, in order to ascend the screen. The Spinny Stairs are used to ascend each platform. They rotate up and down the screen, sequentially connecting the platforms. The Brick-bots will simply walk straight ahead, and when the end of a platform is reached, they will fall.

Screen 4



At the final screen, Pepper must fire the Super Hot Pizza's at the Brickster! He cannot resist them and after the third, is finally defeated! Pepper must also avoid the falling danger bricks.

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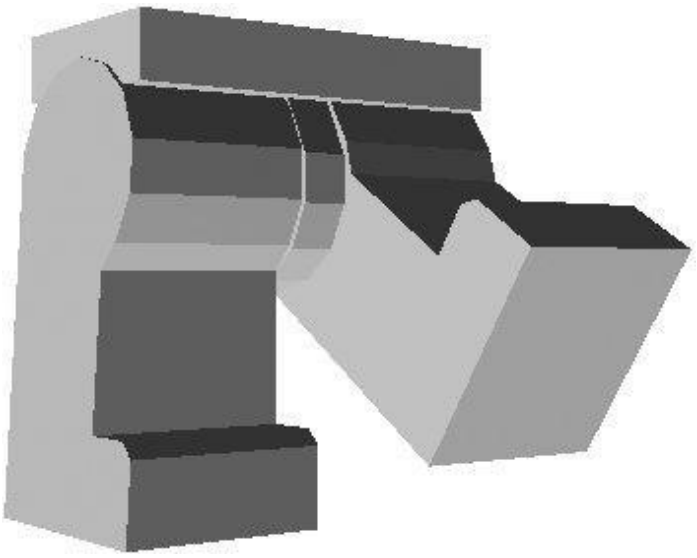
Game Progression



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Game Progression

The moment the game starts, Pepper will begin his progression through the game. Whether its adding to his number of successful tricks, or defeating an End of Level Baddie, Pepper will have gone some way towards completely finishing the game. It doesn't stop there though, because even when everything in the game has been gained, Pepper is free to move around the world, as he sees fit!
The entire game progression is represented inside Pepper's House. By going home, Pepper will be able to see how far through the game he is.

Trophy Shelf

This is where all of Pepper's achievements throughout the game are shown. Three Trophies are used to represent the completion of the game and are awarded at Castle Island, Adventure Island and Ogel, and all sit on the top shelf.
On the two shelves below, pictorial trophies are used to show Peppers achievements. Each time a sub-game is successfully completed, Pepper will receive a new trophy.
To the left of the trophy shelf, a shield is used to represent Pepper's Skateboarding achievements! A medal is added for Speed, Jumping, 360 Spin, Somersault, Back-flip, Grab and Rail-slide! Combinations of these will also give awards.
To the right of the shelf are the pictures of the Dinosaurs that Pepper found on Adventure Island!
Finally, a panel is used to show all of Peppers best scores and fastest races!

Difficulty Level

Due to the nature of the game, a simple easy, medium, and hard difficulty setting will not work. Instead, we must adopt a different system, eliminating any difficulty setting altogether. During the testing period, three difficulty levels will be recorded for every game element. The racing sections will use timings, whilst others will use number of hits or accuracy. These three values are then used to define whether Pepper has achieved easy medium, or hard. These are represented in Pepper's House as Bronze (easy), Silver (medium) and Gold (hard) Trophies! This adds a great amount of replay value, as games will be played again and again, until gold trophies are received.

Rewards

These are used throughout the game to keep Pepper eager for more. Each time Pepper achieves anything, he will receive some kind of reward. Whether it's a Trophy for completing a sub-game, or a new model from visiting a new Island, Pepper will constantly be bombarded with rewards.
Special 'BIG' rewards will be given each time an Island is completed. This includes the end of the game, where Pepper will receive an extra special super 'BIG' reward!

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Scene Specifications

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Scene Specification list

There are 5 key engine styles in the game:
A: **Free roaming engine** – Used mainly on LEGO Island itself, this is an environment where the player can go anywhere and interact with scenery and characters. Ideally the whole level should be in memory to keep the movement smooth and maintain realism. Not really an issue on the PC but Playstation will set some real limitations here.

B: **Zone locked engine** – Used in the sub game environment where the player has to stay within a particular area. It is hoped that the zone will be walled off from the rest of the level allowing higher levels of details and realism within them. Many mechanisms have been suggested including placing locked zones inside buildings, surrounded by cliffs or jungles etc. When the zone is entered the outside world should become invisible and the level of detail ramped.

C: **Linear scroll into screen engine** – Used extensively for boats, desert speeders, and the shuttle in the asteroids. The engine is essentially 2D with the landscape flowing towards the screen and the player moving left and right and maybe shooting. This will probably be streamed from disk on the Playstation but held in memory on the PC. There is a possibility that the Playstation can hold the whole in memory too, but this needs to be researched.

D: **Flight engine** – Primitive 'Pilot Wings' style flight engine used on helicopter and in a few other areas. Landscapes need to be polygon reduced for this engine as a much larger percentage of polygons will be visible.

E: **In game movie engine** – Animations and other events played by the game engine while the player watches and gathers information. These are used to flesh out the plot line and to cover links between different game engines. Animated models need to be of a higher resolution here, probably loaded at the start of the movie. Movie data – triggers etc – will be preloaded, they probably wont need to be streamed, allowing speech streaming.
Areas using **In game movie engine:**

Key:
A (10) = Multiple Animated Cameras, Special Animated Characters
B (28) = Multiple Static Cameras, Special Animated Characters
C (20) = Single Static Camera, Standard Animated Characters
L (N\A) = Location Construction
I (15) = Instruction Screen
***** (6) = Holographic Infomaniac Messages

Board Park Introduction After merging seamlessly with the FMV, the camera flies around LEGO Island, highlighting some of the main characters (waving animations, etc) and showing vehicles driving around. Finally reaching the Skateboard Park, the camera zooms down onto Pepper, who is performing a series of tricks. After a short trick run, Pepper is left travelling towards the exit and player is given control. **Static Models** Skateboard Park **Animated Models** N/A **Characters** Pepper	A
Infomaniac Introduction	B

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Once Pepper leaves the Skateboard Park, the cut-scene takes over. The Infomaniac appears and Pepper skids to a stop in front of him; **Infomaniac** – "Ah Pepper, glad I caught you. Today is a very special day because the good people of the Island have agreed to donate Bricks towards your new home! Papa Brickolini suggested that whilst your visiting everyone, you could do your Pizza round at the same time! He asked me to give you these" Pepper receives the Pizzas **Pepper** – "Thanks, I'll get right on it!" **Static Models** Skateboard Park **Animated Models** N/A **Characters** Pepper Infomaniac	
Character Introductions Each time Pepper visits someone new, the appropriate character introduction is used; Nick Brick – Police Station Laura Brick – Police Station Mama Brickolini – Pizzeria Papa Brickolini - Pizzeria Nurse Richards – Hospital Alfred Alert – Res-Q Centre Technician Bob – Air/Space Port Bill Ding – Garage DJ – Radio Station TBD **Static Models** Skateboard Park **Animated Models** N/A **Characters** Pepper	B
Peppers home construction stages Each time Pepper visits someone new, the camera cuts to a small cut-scene, showing the bricks whirl in on the plot of land. **Static Models** House Foundations **Animated Models** House Bricks	L

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Characters N/A	
Phone call in Peppers house As soon as Pepper walks through the front door of his new house, the cut-scene takes over. Pepper walks in and looks around in awe! The camera pans around from a first person view, scanning over the room highlighting the Bed, the Trophy Shelf, and the Computer Desk! The phone rings (next to the bed) and the camera quickly pans back to look at the source of the noise. The camera cuts to a third person view and Pepper walks over to answers the phone; **Pepper** – "Hello!" The camera cuts to Papa Brickolini in the Pizzeria; **Papa** – "Ah Pepper, you did a good days work again and I know you've only just moved into you new house, but I need one last Pizza delivering…. Pleeease! The camera cuts back to Pepper in his House; **Pepper** – "Sure thing, I'll be right there!" Pepper puts the phone down and control returns to the player. **Static Models** Inside Pepper's Home Inside Pizzeria **Animated Models** Phone **Characters** Pepper Papa Brickolini	B
Arrive pizzeria Once Pepper reaches the Pizzeria, control is taken and Pepper steps up to receive his final pizza of the day! Both Papa and Mama can be seen in the frame, Papa spinning the Pizza and Mama playing her keyboard. The camera zooms in on Papa; **Papa** – "Pepper, you made it! Here take this Pizza to the Jail while it's nice and hot!, well not too hot, it only has single Chilli's on it!" Camera cuts to Mama who warns Pepper; **Mama** – "Careful Pepper, the Brickster is in the Jail, you know he'll have something up his sleeve" Camera cuts to Pepper; **Pepper** – "OK Mama, I'll be careful, we don't want him escaping again!" The camera cuts back to third person and player resumes. **Static Models** Pizzeria	B

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Animated Models Pizza **Characters** Pepper Papa Brickolini Mama Brickolini	
Jail break – Info centre – page dispersal – Brick-bot summoning As Pepper reaches the jail, The cut-scene takes over and the camera cuts to show Pepper positioned in front of the jail, looking into the smirking face of the Brickster; **Brickster** – "At last, I'm so hungry, hand it over! There's a good boy! Camera cuts to a close up view of the pizza exchange; **Pepper** – "OK Brickster, but you'd better not try anything funny, besides, this pizza's not hot enough with just single chilli's on it!" Pepper slowly hands the pizza over…… SNATCH! The camera pans back to show Pepper, startled at the situation; **Brickster** – "A-ha, finally! Thank you Pepper, you've just given me the final ingredients for my lock melting combination" The camera cuts to Pepper, showing him in a panic; **Pepper** – "….but what, how, that pizza isn't hot enough.." The Brickster stops Pepper mid-sentence and the camera cuts to see the toppings unveiled; **Brickster** – "….On it's own! That's right! Unless of course I've been saving the toppings under my hat, hahaha!" The camera slowly tracks upwards as the Brickster reveals the toppings saved under his hat. **Brickster** – "Stand back, this may be a little warm" The camera cuts behind the Brickster head, showing Pepper and the jail door in the frame. The Brickster begins stuffing the pizza and extra toppings into his mouth, chewing away frantically. Pepper is seen taking a few steps backwards. The Brickster cheeks start to glow red and without warning, a bolt of flame shoots out his mouth, melting the lock on the jail. Pepper stands at bay, astonished at the Brickster cunning plan. After pausing for a breather the Brickster starts laughing maniacally, before jumping into the Police Chopper next to the jail and taking off in the direction of the Information Centre. The camera does a final pan of the empty jail and Pepper shocked face, before rising up and following the Brickster in his new found transport. As the Brickster makes a B-line for the Information Centre, the camera follows closely behind, emphasising the scrappy piloting.	A

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The camera cuts to the front of the Chopper, looking at the Brickster who is downing glasses of water, to try and cool his burning mouth.

After cutting back to the chase cam, the Chopper is seen landing on the roof of the Information Centre. The Brickster jumps out and down to the front door.

The camera cuts to the inside of the Information Centre, looking across the room at the Infomaniac asleep in a chair, with the Constructopedia open on his lap! The Brickster tip-toe's into the frame and is seen heading towards the Infomaniac.

The camera cuts to a side on view of the Infomaniac and the Brickster, now face to face. Chuckling quietly to himself, the Brickster reaches out and carefully takes the Constructopedia from the sleeping Infomaniac.

The camera cuts back to view the whole room again and can't resist but break into a run as he tip-toe's towards the exit, breaking into laughter. The Infomaniac jumps up startled, just in time to see a figure disappear out of the door. Panicking, he glances around puzzled;

Infomaniac – "w… w… What???, Oh No, it can't be!"

The Infomaniac leaps to his feet and heads for the door. The camera cuts to a view outside, looking up at the roof of the Information Centre. The Infomaniac appears and looks up in horror!

The camera tracks up to see the Brickster on top of the roof, holding the book high in the air;

Brickster – "I told you old friend, if I can't have it, then no-one can!"

Cackling madly, the Brickster begins tearing pages out of the book and throwing them into the wind. Once all of the pages have been removed, the Brickster throws the empty shell of the book down and the camera follows it as it lands at the Infomaniac's feet! The camera pans back to see the whole of the Infomaniac. Looking sadly at the empty book, the Infomaniac retorts;

Infomaniac – "What have you done! There's no need for this, we can live together in peace, like we used to. Stop this madness before you finish us all!"

The camera cuts back to the Brickster;

Brickster – "Stop this madness, Stop! I haven't even started yet!"

Laughing hysterically, the Brickster raises his hands into the air and claps twice.

The camera cuts to a view further away, showing the Information Centre and the surrounding land. Flash, Bang! Out of nowhere, Brick-Bots start appearing all around the Information Centre, landing in various amusing ways. Before giving a final wave to the Infomaniac, the Brickster fly's off into the distance, laughing all the way. Just as his feet leave the roof, the Information Centre begins to deconstruct, disappearing into the wind.

The camera cuts back to Pepper now standing beside the Infomaniac and play resumes.

Static Models

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Jail Information Centre **Animated Models** Jail Door Police Chopper Pizza Constructopedia Constructopedia Pages **Characters** Pepper The Brickster Infomaniac Brick-Bots	
Infomaniac asks for Pepper to retrieve the pages After the Brickster has disappeared into the distance, the camera cuts to show both Pepper and the Infomaniac; **Infomaniac** – "Oh my Pepper! you must help me, I can't put this right by myself. Quick, start looking for the **pages** around the Island, but make sure these blasted **Brick-Bots** don't cause too much mischief!" The camera cuts back to third person and play resumes. **Static Models** N\A **Animated Models** N\A **Characters** Pepper Infomaniac	C
Building reconstruction (one each)	L
Whack-a-bot intro/outro	I
Infomaniac – go to Res-Q HQ Once Pepper has aided the Infomaniac in putting the Mainframe back together, the Res-Q HQ receives a distress call from Castle Island; Camera cuts to Pepper and the Infomaniac outside the Information Centre; **Infomaniac** – "It seems that the Brickster's next stop was Castle Island! He's destroyed the only bridge between the two castles and now the people of the island can't battle." Pepper gasps! **Infomaniac** – "You need to find transport to get over there! The Res-Q HQ should be able to lend you a boat! Go to the Res-Q HQ!" Pepper nods! The camera cuts to third person and play resumes. **Static Models** LEGO Island **Animated Models**	C

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N\A **Characters** Pepper Infomaniac	
Arrival at Res-Q HQ Once Pepper has located the Res-Q HQ, the Infomaniac appears; Camera cuts to Pepper and the Infomaniac outside the Res-Q HQ; **Infomaniac** – "Good work Pepper, now get a boat and head over to Castle Island!" **Pepper** – "Sure thing!" The camera cuts to third person and play resumes. **Static Models** LEGO Island **Animated Models** N\A **Characters** Pepper Infomaniac	C
Arrival at Castle Island When Pepper arrives at the dock on Castle Island, he is greeted by the Lions; The camera cuts to see the docks, the bridge, and the front of the Lions battleground. Several people can be seen waving near the docks and the Swordsman at the front approaches Pepper; **Swordsman** – "At last! Someone has come to fix the bridge! We did try to repair it, honest! But our armour was too heavy for swimming. Will you help us please?" **Pepper** – "Sure, that's why I came here!" The camera fades to black, the people nearby can be seen cheering Pepper! **Static Models** Dock **Animated Models** Boat **Characters** Pepper Swordsman 1 Swordsman 2 Archer 1 Archer 2	C
Intro to brick diving	I
Bridge celebration Once Pepper has successfully repaired the bridge, the people of the Island cheer his bravery;	B

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The camera cuts to see the Castle Island people standing on the repaired bridge, with the Bull's nearby. **Swordsman** – "Oh Thankyou Pepper, now we can finally get back to battling!" **Assorted** (cheers) – "Hurrah!, Hurrah!" As the camera cuts back to third person, both Lions and Bulls can be seen crossing the bridge to once again continue their battle. **Static Models** Dock Bridge **Animated Models** Boat **Characters** Pepper Lions – Swordsman 1 Lions – Swordsman 2 Lions - Archer 1 Lions - Archer 2 Bulls – Swordsman 1 Bulls – Swordsman 2 Bulls - Archer 1 Bulls - Archer 2	
Infomaniac Tells of Page	*
Can I have the page – no When Pepper arrives at the Bull's Castle, he enters the courtyard and is met by a Guard standing on the battlements; The camera stays low to the ground and pans up to look at the guard. **Guard** – "Halt, Who goes there?!" **Pepper** – "Hail good sir guard, I am Pepper from LEGO Island and I have come to get the page from your flagpole. It's a very important page and I really need it back!" **Guard** – "Uh, sorry, uh, Pepper, but I don't think I can do that. You see the Lions crept into our Castle just last night and stole our flag. We couldn't believe our luck when that page appeared earlier today." **Pepper** – "Oh, but I really need it! Is there no way I can get it back?" **Guard** – "Well, uh, I suppose if you went over to the Lions Castle and convinced them to return our flag, then yes!" **Pepper** – "Then that's what I'll do!" **Guard** – "You're welcome to borrow a horse to speed your journey, you'll find one in the stables. Good Luck!" As the guard mentions the horse, the camera pans across to look at the stables.	B

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The camera moves to third person and play resumes. **Static Models** Bull's Castle Stables **Animated Models** Flags waving in the wind **Characters** Horse Pepper Bull's Guard	
Can I have the flag – no When Pepper arrives at the Lions Castle, he enters the courtyard and is again met by a Guard standing on the battlements; The camera stays low to the ground and pans up to look at the guard. **Guard** – "Halt, Who goes there?!" **Pepper** – "Hail good sir guard, I am Pepper from LEGO Island, and I have come to get the Bull's flag back!" Laughter is heard behind the castle walls **Guard** – "Sorry Pepper, but the reason we took their flag was because we can never beat their Dark Knight at Jousting!" **Pepper** – "Well there must some way I can get their flag back?!" Guard briefly disappears behind the battlements **Guard** – "We have discussed your predicament and have decided that if you can beat the Bull's Dark Knight at Jousting, his winning streak will be broken. You could have the flag back then!" **Pepper** – "OK, I'll do it!" The camera follows Pepper as he trots over to the Jousting tent and is instantly transformed into a jousting knight! The camera fades as Pepper exits of the Castle in his new Jousting equipment. **Static Models** Castle Jousting Tent **Animated Models** Flags waving in the wind **Characters** Horse Pepper Guard	B
Challenge the Dark Knight	C

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When Pepper reaches the central bridge, the Bull's Dark Knight is already there and waiting; **Pepper** (in a deep voice) – "I challenge you Dark Knight" **Dark Knight** – "Challenge Accepted! Oh little one!" As the two warriors take their positions, the camera pans around, before zooming into Peppers helmet view ready for the Jousting game. **Static Models** Castle Island Bridge **Animated Models** Flags waving in the wind **Characters** Bull's Dark Knight Dark Knight's Horse Pepper in jousting armour Pepper's Horse	
Jousting Intro	I
Galloping back to Lions Castle (Jousting Outro) Once Pepper has defeated the Dark Knight, he heads back towards the Lion's Castle. **Static Models** Castle Island Bridge **Animated Models** Flags waving in the wind **Characters** Pepper on Jousting Horse	C
Have the flag As Pepper reaches the Lion's Castle, he enters the courtyard and is met by everyone cheering from the battlements; The camera stays low to the ground and pans up to look at the cheering crowd. **King** – "Excellent Pepper, Very well done indeed. Finally their Dark Knight has been defeated" **Pepper** – "My pleasure, can I have the flag back now please?" **King** – "Sure here you go and don't forget to return our Jousting equipment!" he king throws down the Bull's flag and Pepper catches it **Static Models** Lions Castle Jousting Tent **Animated Models** Flags waving in the wind **Characters**	C

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Lion King Lion Queen Lion Guards Pepper Pepper's Horse	
Nearly get the page, Cedric Steals it When Pepper arrives at the Bull's Castle, the entrance is closed. The king and queen along with a swordsman are waiting on the battlements; The camera stays low to the ground and pans up to look at the battlements. **Bull's King** – "Ah, Pepper, did you get our flag back?" **Pepper** – "Yes, I certainly did, it was easy! Although I hear your Dark Knight had a bad time earlier." My pleasure, can I have the flag back now please?" **Bull's King** – "Our Dark Knight? Oh, well, yes, he hasn't been himself lately, he probably just had an off day! Uh……" Pepper giggles **Pepper** – "Here's your flag!" Pepper throws the flag back up to the Bull's King. The King reaches out to take the page from the flag pole when….. Out of nowhere Cedric the Bulls swings through and steals the page from the flagpole, before disappearing behind the battlements. Shortly afterwards a loud rumbling is heard and everyone runs panicking out of the castle, congregating behind Pepper. Everyone looks up curiously to see Cedric rising up on his Multi-Cannon Platform; **Cedric (evil snigger)** – "Lookout Below!" Cedrics cannons begin firing in all directions. Everyone runs for the Lion's Castle. Pepper stops short of the doors closing (on the Lions Castle) and as everyone sits safely inside the Lions Castle, Pepper turns to face Cedric. **Static Models** Castle Island Bridge **Animated Models** Flags waving in the wind **Characters** Pepper Bull King Bull Queen Bull Swordsman 1 Bull Swordsman 2 Bull Archer 1 Bull Archer 2	A

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Dark Knight Cedric Lions Guard	
Cedric Defeated Once Pepper has defeated Cedric, he catapults himself over the battlements, snatching the page from Cedrics helmet, then smacks into a wall. **Pepper** (dazed) – "….I got it!" Cedric sits sadly, shaking his head. **Static Models** Castle Island **Animated Models** Catapult Flags waving in the wind **Characters** Pepper Cedric	B
Building reconstruction (Police Station)	L
Nick Brick sequence – chopper flight When Pepper arrives at the Police Station, he is met by Nick Brick who gives him a Police Chopper and points him in the direction of the Oasis; **Nick** – "Right then Pepper, you can use my Police Chopper! You can customise it in the same way that any vehicle is customised. Once you've done that, head for the Desert, I have a hunch the next page is there!" **Pepper** – "Will do!" **Static Models** Police Station **Animated Models** N/A **Characters** Pepper Nick Brick	C
Arrival Adventure Island - intro to people When Pepper reaches the Heli-pad, he is greeted by two adventurers; The camera pans down, following the Chopper as it lands, Johnny and Miss Read can be seen waving at Pepper. **Johnny** – "Ahoy there! Welcome to Adventure Island I am Johnny Thunder and this is…." **Miss Read** – "Miss Pippin Read, at you service! And you are?" **Pepper** – "I'm Pepper! I've come over from LEGO Island in search of pages, Very important pages!"	B

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Johnny – "Ah, the pages of the Constructopedia! The Infomaniac spoke to me a little while ago and said you could probably use some help!" Pepper smiles **Johnny** – "I think he said they have pinpointed a page in the Oasis! We can't go there yet, but if you're willing to help us with our adventure, getting the gems back from the snakes, I'll show you the Oasis myself!" **Pepper** – "Sure thing! Lets go!" **Static Models** Heli-pad Scorpion **Animated Models** Police Chopper **Characters** Pepper Johnny Thunder Miss Pippin Read	
Infomaniac Tells of Page in Oasis	*
Getting to Mummy Tomb – Coconut Cannon Instructions	I
Arrival at Mummies Tomb When Pepper and the Adventurers arrive at the Mummies Tomb, they are met by Dr Kilroy, who has been working out a safe way in. **Dr Kilroy** – "Ah Hello there! I see you've brought a friend" **Johnny** – "Yes Dr, this is Pepper, he's going to help us get the gems back from the snakes!" **Dr Kilroy** – "Excellent, but what does he want in return?" **Johnny** – "He's looking for pages from the Constructopedia, he's a friend of the Infomaniac's!" **Dr Kilroy** – "Ah, why didn't you say so, any friend of the Infomaniac's is a friend of mine……." **Miss Read** – "Gentlemen, shall we press on?!" **Pepper** – "Agreed!" The group set off towards the entrance of the Tomb **Static Models** Speedster Scorpion Entrance to Mummies Tomb **Animated Models** N/A **Characters** Pepper	B

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Johnny Thunder Miss Pippin Read Dr Kilroy	
Whack-a-snake instructions	I
Whack-a-snake Outro Once Pepper has retrieved the gems from the snakes, he receives a message from the Infomaniac; The Infomaniac appears, projected from Peppers headset; **Infomaniac** – "Pepper, We have tracked another page to the Mummies Tomb. It fell through the skylight and is behind a locked door. You'll need to get to the room of Matching Mummies to find the key. Oh, and don't forget the Oasis, there's still a page in there. Plus we are getting readings from the Jungle too, so it looks like that will be your next stop, Good Luck! Over and Out!" The hologram disappears **Johnny Thunder** – "Right then! Looks like we've got our work cut out. We'd better head over to the Bi-plane now and get it prepared. Dr Kilroy, if you would be so kind as to leave your Speedster for Pepper, he can catch up with us once he's finished here." **Dr Kilroy** – "Sure, I don't mind riding in the back!" **Johnny Thunder** – "Miss Read, could you make a sign post so that we can leave a marker for Pepper at the Oasis" **Miss Read** – "Will do!" **Johnny Thunder** – "Then we're agreed. Pepper take care little man, watch that Speedster, Dr Kilroy likes his vehicles fast. We'll meet you at the Bi-plane shortly" **Pepper** – "Got it! Thanks everyone, see you soon" The adventurers leave Pepper with the Speedster and drive off into the distance, using Johnny's Scorpion. **Static Models** Speedster Scorpion Entrance to Mummies Tomb **Animated Models** N/A **Characters** Pepper Johnny Thunder Miss Pippin Read Dr Kilroy Infomaniac (as hologram)	B
Infomaniac tells of page in Tomb	*
Matching Mummies Instructions	I
Matching Mummies Outro / Page retrieval	C

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Once Pepper has solved the Matching Mummies sub-game, he can retrieve the page from behind the locked door; **Pepper** – "Yahoo! The next page, right then, I'd better head to the Oasis, hope it's been well sign posted" **Static Models** Inside the locked room **Animated Models** Page **Characters** Pepper	
Rolling Rock As Pepper is leaving the Tomb he accidentally triggers a trap; As Pepper turns around to look at the rumbling noise, a large boulder begins rolling towards the exit. **Pepper** – "Woooahh!" **Static Models** Tomb Exit **Animated Models** Rolling Boulder **Characters** Pepper	C
Arrival at Oasis – Fisherman introduction When Pepper arrives at the Oasis, he is greeted by the old fisherman of the Oasis; **Fisherman** – "If it's a page you're looking for, that big old fish at the bottom of the Oasis has it. Yup, Big Bertha ate it up good. Interested? Here have my fishing rod, see if you can catch her!" The fisherman hands the rod to Pepper. **Static Models** Fishing Hut **Animated Models** Fishing Rod **Characters** Pepper Fisherman	C
Fishing Game Instructions	I
The fall of Big Bertha Once Big Bertha has been caught, the fisherman steps in to give pepper a hand; The fisherman can be seen holding Big Bertha up by the tail, shaking out all of the contents. A dozen fish, followed by an old man with a beard, followed finally by the next page! Pepper holds the page up in the air	B

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Pepper – "Yay! I got another page! Thanks Mr Fisherman but I've gotta go!" **Fisherman** – "No, thankyou and good luck!" **Static Models** Fishing Hut **Animated Models** Fishing Rod Big Bertha Next Page Little Fish Old man with a beard **Characters** Pepper Fisherman	
Arrival at Bi-plane When Pepper arrives at the Bi-plane, he finds Johnny and Pippin nursing the doctor; Pepper approaches the 3 figures **Pepper** – "Hey, what happened, are you ok?" **Johnny Thunder** – "He will be, he's just spent too long in the sun and the heat has got to him. I'm afraid there's no way he can fly the plane in that condition. If I take the Dr and Miss Read in the Sea Plane, could you follow behind in the Bi-plane?" **Pepper** – "Sure, I'd love to!" The camera follows the characters as they move towards the transport. **Static Models** Sea Plane Bi Plane **Animated Models** N/A **Characters** Pepper Johnny Thunder Miss Pippin Read Dr Kilroy	B
Infomaniac tells Pepper the next page is near the volcanoes	*
Intro to Volcano Area When Pepper and the Adventurers approach the Runway near the Tribe Village, a short cut-scene pans around the vista to show the two planes landing. **Static Models** Landing Strip **Animated Models** Sea Plane Bi Plane	C

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Characters N/A	
Tribe Introduction - Dance game Instructions Once the Adventurers discover the Tribe Village, the camera cuts to introduce the tribe; As Pepper sneaks towards the booing noise, the camera pans up to show the tribesmen all sitting around bored. The Chief can be seen poorly dancing at the front of the Tribe, when he looks up to see Pepper; **Chief** - "Ah, hello there friend. I am Chief Legog of the tribe Ugalego. My people rescued their first dinosaur recently but because it's our first, I never bothered to prepare a celebration dance and the pressure is far too much for me now! Could you help me re-arrange these moves into a satisfying celebration dance?" Pepper nods in agreement and the camera fades to black. **Static Models** Tribe Village **Animated Models** Camp fire **Characters** Pepper Chief Tribesman 1 Tribesman 2 Tribesman 3	B
Celebration Party Once Pepper has successfully completed his celebration dance, the group have a party; The camera slowly pans back to show Pepper, the Adventurers and the Tribesmen jumping around in celebration. Can the village people be seen dancing in the background? As the camera pans back, It looks up into the night sky and as the music fades, the sky turns to day.	B
The Morning After The camera starts on the morning sky (continuing the previous scene), then pans down to reveal the scene; Pepper and the Adventurers can be seen sitting around the campfire, sipping fizzing drink. The Chief approaches them smiling; **Chief** – "Hey Pepper, thanks for the help last night!" **Pepper** – "No problem" **Chief** – "If your looking for the sub-camp where we rescued our dinosaur, its that way" The Chief points.	B

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Pepper – "Lets go!" The camera fades to black. **Static Models** Camp fire **Animated Models** N/A **Characters** Pepper Chief Tribesman 1 Tribesman 2 Tribesman 3 Johnny Thunder Miss Pippin Read Dr Kilroy	
Lookout Camp When Pepper and the Adventurers arrive at the lookout camp, the camera cuts to show the group creeping up on the camp perimeter. As the camera lifts into the air, the inside of the camp is seen, showing the various cages, a campfire and a snoozing guard. A large cage sits at the back of the camp with 'Mummy' written on the front. **Static Models** Lookout Camp **Animated Models** Camp Fire **Characters** Pepper Johnny Thunder Miss Pippin Read Dr Kilroy Guard	B
Thrown out of Camp If Pepper is caught during the Dinosaur rescue, he is escorted out of the camp by the guard; The guard frog marches Pepper towards the exit of the camp; **Guard** – "I don't think so, sonny boy!" As the two reach the gate, the guard gives Pepper a comical 'throw' out of the camp. As Pepper lands, he shakes the stars and tweetie birds from his head. **Static Models** Lookout Camp **Animated Models** Camp Fire **Characters**	B

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Pepper Guard Dinosaurs	
Dinosaurs Rescued As Pepper rescues the last dinosaur in the camp, a cut-scene shows Pepper escaping the camp with the dinosaurs; The camera follows Pepper as he runs behind a few dinosaurs, escaping the camp. **Static Models** Sub Camp **Animated Models** Camp Fire **Characters** Pepper Dinosaurs Guard	B
Infomaniac tells Pepper that page is in main camp in the dino area	*
T-Rex Communication Once Pepper is told to find to the Main Camp, Dr Kilroy communicates (Sooty style) with the T-Rex. Dr Kilroy translates; **Dr Kilroy** – "The T-Rex has informed me that the other dinosaurs are being held at the main camp! If someone is willing to rescue the dinosaurs, he will take them straight there!" Johnny turns to Pepper and smiles. **Johnny** – "Go for it Pepper, save those Dinosaurs!" Pepper nods The camera pans back to show the T-Rex eager to get moving. **Static Models** Sub Camp (outside zone) **Animated Models** N/A **Characters** Pepper Johnny Thunder Miss Pippin Read Dr Kilroy T-Rex	B
Main camp intro As Pepper approaches the main camp on Dino-back, a cut-scene introduces the location; The camera follows Pepper on Dino-back and as he nears the Main Camp, it raises into the air. As the inside of the camp comes into view, giant cages can be seen, containing the captured Dinosaurs. Brick-bots can be seen patrolling throughout the camp, weaving around the cages.	I

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Static Models Main Camp **Animated Models** N/A **Characters** Pepper T-Rex Caged Dinosaurs Brick-bots	
Rescue Instructions	I
Mr Hates Intro Once Pepper has defeated the Brick-bots and rescued the Dinosaurs, he is confronted by Mr Hates; Mounted on the back of his 'tamed' Brontosaurus, Mr Hates smashes through the back wall of the main camp; **Mr Hates** – "Pepper! Good to see you at last. The Brickster said you would be coming. Not looking for this are we?" Mr Hates waves the Page high in the air. The camera cuts to show Peppers face as he gasps at the sight of the page. **Mr Hates** – "Too bad Pepper! You'll have to get through me first!" Mr Hates' Brontosaur rears up on its hind legs, before stamping down on the ground (everything shakes). **Static Models** Main Camp **Animated Models** Page **Characters** Pepper Brick-bot Mr Hates (Riding Brontosaur) Brontosaur (Carrying Mr Hates)	B
Mr Hates Outro - Receive Page Once Pepper has defeated Mr Hates, he receives the page; Dismounted and defeated, Mr Hates looks up at Pepper and extends a shaky hand, clutching the page; **Mr Hates** – "Take it! You have defeated me! Ooohh." **Static Models** Main Camp **Animated Models** Page **Characters**	B

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Pepper Mr Hates	
Wave off Adventurers Back at the landing strip Pepper regroups with the Adventurers and their new found friends, the Dinosaurs, before saying their goodbyes. **Johnny** – "Well then Pepper, guess this is it. Thanks for all your help." **Miss Pippin Read** – "Yes, thanks Pepper you really are a star." **Dr Kilroy** – "I've taken the liberty of preparing your transport, I hope you like flying!" Dr Kilroy takes a step back and the Pterodactyl lands next to Pepper. Johnny gives Pepper a leg-up on top. **Pepper** – "Goodbye friends! Thanks for all your help! I'll visit you soon" As the Adventurers and Dinosaurs start waving, the Pterodactyl takes to the sky's. The camera follows Pepper into the air as he heads back towards LEGO Island. **Static Models** Landing Strip **Animated Models** N/A **Characters** Pepper Johnny Thunder Miss Pippin Read Dr Kilroy T-Rex T-Rex Babies Stegosaurus Triceratops Pterodactyl	B
Building reconstruction (one each page)	L
Brickster Steals Power Brick/Pizzeria/Summons improved pizza impervious brick-bots When Pepper returns the pages from Adventure Island, the Brickster appears and causes more havoc; Once the last location has reconstructed, the camera slowly pans across to see a figure in the distance travelling towards LEGO Island. It's the Brickster and he begins 'fly-bying' around the Island, sprinkling Brick-Bots everywhere. Amongst the Brick-bots – at prominent locations – an occasional New-Improved-Pizza-Impervious-Brick-Bot is dropped. Once the Island is covered in Brick-bots, the Brickster heads for the Information Centre. The camera cuts to show the Brickster landing on the roof of the Information Centre.	A

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Laughing hysterically, the Brickster reaches up and steals the Power Brick from the top of the Information Centre. The whole Island shuts down and is left in darkness. The Brickster's silhouette can be seen jumping from the roof of the Information Centre, but the camera does not follow.

The camera cuts to the Infomaniac, Pepper standing near by;

Infomaniac (LOUD) – "Ah! Nooooo, Brickster What Have You Done!"

The Infomaniac looks around at his powerless Island, roaming with Brick-bots

Pepper – "What do we do?!"

Infomaniac – "Oh Pepper I don't know, this is all too much, I, er, Wait! I've got it. Pepper, you must go down into the Rock Monsters caves and find a Power Gem. We need to get the power back on before we can do anything else!…….

Pepper shrugs his shoulders

Infomaniac – "Uh I think something is coming!"

The two look up into the air trying to see where the noise is coming from. Their faces drop as the Brickster comes into view, holding both Mama and Papa Brickolini;

Brickster – "You know how much I love pizza, well I've decided to take you master chefs to my own Pizzeria, on Ogel! Catch me if you can ah-hahahahaha!"

The Brickster fly's off into the distance, carrying the Brickolini's.

The camera pans to look at the Infomaniac;

Infomaniac – "Oh my, now we're in trouble……."

Out of nowhere, the Rock Raiders burrow through the floor, between Pepper and the Infomaniac; causing them to step aside.
The burrowing machine comes to a halt and the cab opens;

Peppers' holographic projector starts up, pepper looks on in surprise;

Rock Raider – "Hello there, I here you need to get a Power Gem. Thought I'd send you some help, this vehicle should get you down there!"

The hologram vanishes as fast as it appeared.

The camera moves to third person and play continues.

Static Models
Whole Island
Animated Models
Power Brick
Characters
Pepper
Infomaniac
Brickster
Mama Brickolini
Papa Brickolini

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Brick-Bots	
Introduction to Rock Raiders / Instructions for Mine Kart	CI
Intro to Rock Monsters Once pepper arrives at the Rock Monsters cave, he is confronted by the Rock Monsters; **Rock Monster** – "Who dares disturb our cave?" **Pepper** – "Oh, hello I'm Pepper, I've come from the surface in search of a Power Gem." Laughter from Rock Monsters **Rock Monster** – "A power Gem? What makes you think we would give you a Power Gem?" **Pepper** – "It's very important, you see the Brickster has stolen the Power Brick and taken Mama and Papa up to Ogel. We need to power the Island in order to get them back. Please can I have a Power Gem, I'll bring it back!" The Rock Monster turn away to discuss Pepper's predicament; **Rock Monster** – "We have considered you problem and have agreed to give you a Power Gem, IF, you can win at our favourite Matching Rocks game. Do you accept?" Pepper smiles **Pepper** – "I certainly do!" **Static Models** Rock Monster's Cave **Animated Models** N/A **Characters** Pepper Rock Monster 1 Rock Monster 2 Rock Monster 3	B
Intro to Matching Rocks	I
Outro to Rock Monsters / Power Gem After Pepper has defeated the Rock Monster at Matching Rocks, the Head Rock Monster reluctantly hands over the Power Gem; **Rock Monster** – "Here you go Pepper, you've earned it!" Pepper accepts the Power Gem **Pepper** – "I certainly did!" **Static Models** Rock Monster's Cave **Animated Models**	C

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N/A **Characters** Pepper Rock Monster 1	
Rolling Rock Monster When Pepper reaches the exit to the cave, he is approached by the Rock Monster; The Rock Monsters can be heard chuckling **Pepper** – "What's so funny!" **Rock Monster** – "All you have to do now, is escape!" The Rock Monster reaches out to grab Pepper; **Pepper** – "Woaahh!" Pepper turns and runs for the exit (Cut to Rolling Rock game). **Static Models** Rock Monster's Cave **Animated Models** N/A **Characters** Pepper Rock Monster 1 Rock Monster 2 Rock Monster 3	C
Power Gem connects to the Information Centre, powering the Island Once Pepper has reached the Information Centre, the Power Gem is connected; **Infomaniac** – "Excellent Pepper, you've got the Power Gem!" Pepper hands the Power Gem to the Infomaniac. The Infomaniac jumps up to the top of the Information Centre and connect the Power Gem. The camera pans back and power gradually starts flowing through the whole Island. **Static Models** The whole Island **Animated Models** Power Gem **Characters** Pepper Infomaniac	B
Brick-Bots impervious to pizza Once Pepper has reached the Information Centre, the Power Gem is connected; **Infomaniac** – "Excellent Pepper, you've got the Power Gem!"	B

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Pepper hands the Power Gem to the Infomaniac. The Infomaniac jumps up to the top of the Information Centre and connects the Power Gem. The camera pans back to show power gradually starting to flow through the whole Island. **Infomaniac** – "Good Pepper, now you must go to the radio station and get a radio. I think we can lure them with music!." **Pepper** – "Sure thing!" The camera moves to third person and play resumes. **Static Models** The whole Island **Animated Models** Power Gem **Characters** Pepper Infomaniac	
Got Radio When Pepper arrives at the Radio Station; DJ gives Pepper a Radio. **Pepper** – "Alright! Time to make those Brick-bots Da-ance!" Camera returns to third person and play continues. **Static Models** The whole Island **Animated Models** Radio **Characters** Pepper DJ	C
Brick-Bots dance their heads off Once Pepper has lured the new improved pizza impervious Brick-bots to the police station; Pepper hands the radio to Nick Brick Nick Brick runs into the Police Station Seconds later, the music gets 'louder' and starts pumping out of the Police Station's speakers. The New Brick-bots can't control themselves and burst into a frenzy of dancing. Before too long, one by one, the Brick-bots begin to loose their heads. **Static Models**	B

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The whole Island **Animated Models** Radio **Characters** Pepper Brick-Bots (new and impervious) Nick Brick	
To the Shuttle Once Pepper has defeated the new Pizza Impervious Brick-bots, he is told to go to the Space Port **Infomaniac** – "Excellent work Pepper! Now get to the Space Port, I've a feeling you're gonna go high!" Pepper nods Camera returns to third person and play continues. **Static Models** The whole Island **Animated Models** N/A **Characters** Pepper Infomaniac	C
Instructions to shuttle training (centrifuge)	I
Instructions to shuttle training (simulation)	I
Instructions to shuttle training (landing)	I
Blast-off! Once Pepper has completed his space training, he can launch into space! The camera sits close to the cock-pit of the shuttle, looking at an eager Pepper; Pepper waves at the camera. As the camera pans back, the shuttles engines kick-in, and smoke fills the scene. The camera follows as the shuttle launches into space. **Static Models** Space Port **Animated Models** Shuttle **Characters** Pepper	A
Asteroid Belt When Pepper arrives in the outer atmosphere, he is greeted by asteroids; Pepper steers around a few asteroids. The camera returns to third person.	C

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Static Models N/A **Animated Models** Shuttle Asteroids **Characters** Pepper	
Shot down over Ogel As Pepper reaches the end of the asteroid belt, he is shot down; The camera pans to show Pepper's shuttle get hit by laser fire. Pepper reaches for the ejector button and is launched above Ogel. **Static Models** Ogel **Animated Models** Shuttle Asteroids **Characters** Pepper	B
Landing on Ogel When Pepper lands safely on Ogel; The camera pans down – following Pepper as he lands, to see the vile citizens of Ogel cueing up for Pizza. Pepper nods, as if he knows where he must head; The camera moves to third person and play resumes with Pepper pointing in the direction of the Pizzeria. **Static Models** Parachute Ogel Pizzeria **Animated Models** N/A **Characters** Pepper Ogel Citizens	C
Pizzeria Intro / showing evil stuffing cronies	I
Evil Stuffed cronies Once Pepper and the Infomaniac have fed enough pizza to the citizens of Ogel; **Infomaniac** – "Ah look Pepper, they are starting to fall asleep" The camera cuts to show the citizens of Ogel falling asleep **Static Models** Ogel Pizzeria Bricksters Palace **Animated Models**	B

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Pizza **Characters** Pepper Ogel Citizens	
Intro to Brickster's Palace Once Pepper has stuffed Evil so full that it falls asleep, Pepper can approach the Brickster palace; Moving from the third person view, the camera slowly (dramatically) pans upwards showing the magnitude of the building. Once the top of the building is reached, the camera pans back down again to show the front doors. With a loud squeak, the (BIG) Front Doors slowly swing open. **Static Models** Bricksters Palace **Animated Models** Front Doors **Characters** Pepper	C
Instructions to Brickster game	I
Down fall of the Brickster As the Brickster eats the final Super Hot Pizza, he turns in desperation to look for a drink and sees the bucket of water that he left in the Tower Prison, for Pepper. Without thinking, he drops the page and runs for the bucket, dunking his head deep inside the cooling water. As he bounds past the door, it bounces off the wall and starts to shut behind him. When he lifts his head from the bucket, he turns to find it's too late, as the door shuts with a thud! **Brickster** (muffled through the door) – "BANG! BANG! BANG! LET ME OUT!, LET ME OOOUT!!" Hooray, the Brickster is finished! For Good! Pepper reaches down and picks up the page **Static Models** Bricksters Palace **Animated Models** Final Page **Characters** Pepper Brickster	B
Return Home Pepper uses the Bricksters' Fish Bone Ship to take Mama and Papa Brickolini Back to LEGO Island. Take off from Ogel! **Static Models** Ogel **Animated Models** Brickster Fish Bone Ship **Characters** Pepper Mama Brickolini	A

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Papa Brickolini	
Everyone Reunited Once Pepper lands safely back on LEGO Island, the 3 crewmen are re-united with their friends. Land on LEGO Island! **Static Models** LEGO Island **Animated Models** Brickster Fish Bone Ship **Characters** Pepper Mama Brickolini Papa Brickolini Infomaniac Everyone	A
Instructions for Singing game	I
Final LEGO Island Camera flyby Once Pepper has sung his final song, the camera pans out and does a final lap of the Island, before cutting to FMV. **Static Models** LEGO Island **Animated Models** Brickster Fish Bone Ship **Characters** Pepper Everyone	A

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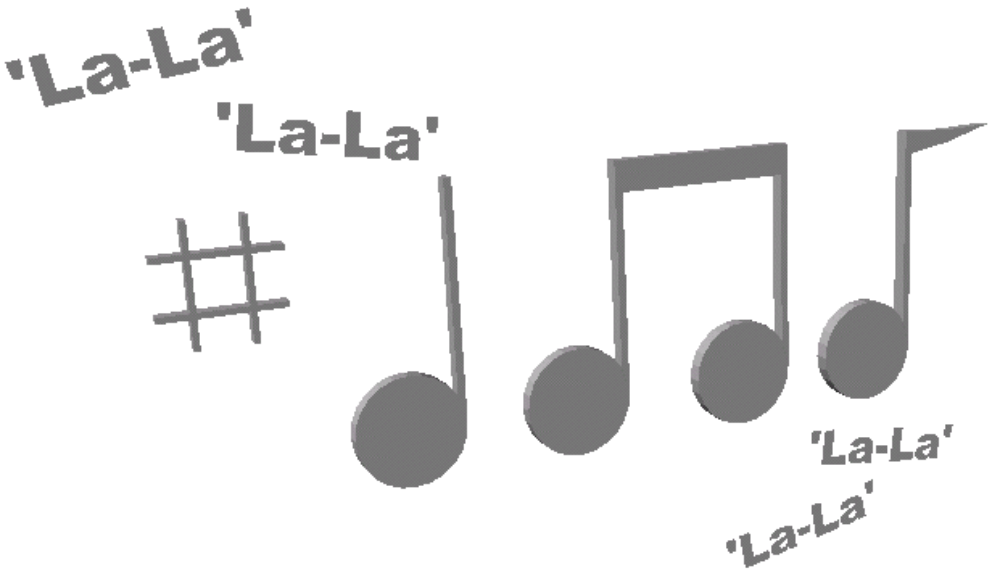
Music and SFX



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Music requirements for LEGO Island 2

Intro FMV
End FMV
Character Themes
- Pepper
- Infomaniac
- Nick Brick
- Laura Brick
- Bill Ding
- Mama Brickolini
- Papa Brickolini
- Brickster

Location Themes
- Air / Space Port
- Radio Station
- Hospital
- Res-Q HQ – Boat
- Police Station – Police Chopper

End of Level Bad Guy Music
- Cedric the Bull
- Mr Hates
- Brickster

Ambient Music
- LEGO Island
- Castle Island
- Adventure Island
- Ogel

Racing Music
- Desert
- Jungle
- Dino-Park
- Rock Raiders
- Space

Puzzle Music
- LEGO Island
- Castle Island
- Desert
- Jungle
- Dino-Park
- Rock Raiders
- Ogel (Blue Danube)

Total - 33

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